

Pseudorandom Functions and Lattices

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- 1 Introduction
- 2 Learning with Rounding
- 3 Direct Construction

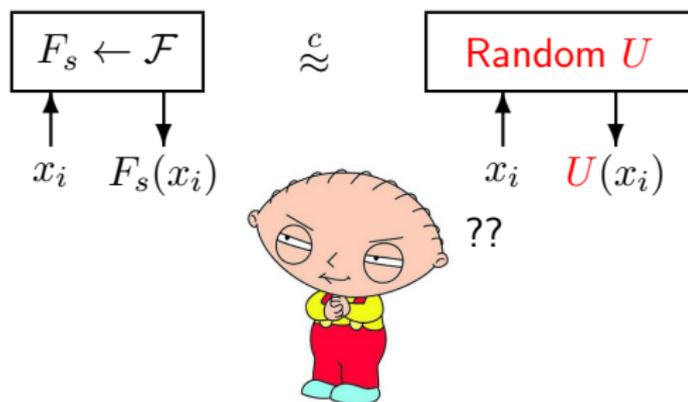
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Pseudorandom Functions [GGM'84]

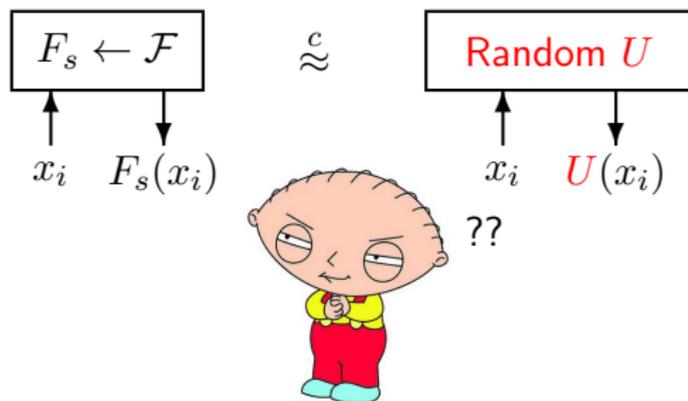
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- Lots of applications** in symmetric key cryptography: encryption, message authentication, friend or foe identification...

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 - Based on **any (doubling) PRG**. $F_s(x_1, \dots, x_k) = G_{x_k}(\dots(G_{x_1}(s))\dots)$

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 - **Sequential**: at least k iterations

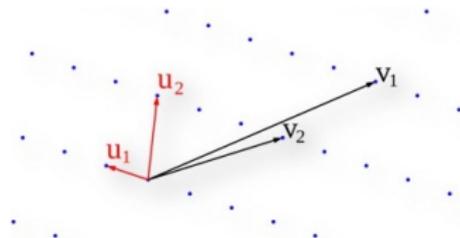
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- 3 Direct constructions [NR'95, NR'97, NRR'00]
 - **Parallel** and theoretically efficient
 - Security based on **number-theory** (DDH, factoring...)

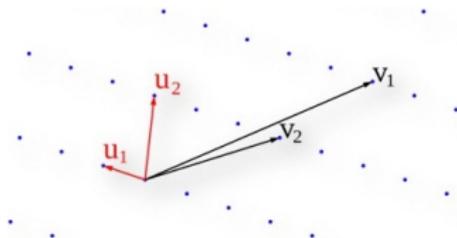
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 - Parallel and theoretically efficient
 - Security based on number-theory (DDH, factoring...)
 - Not practically efficient (**huge exponentiations**), lots of preprocessing
 - What about a “**post-quantum**” world?

Lattices



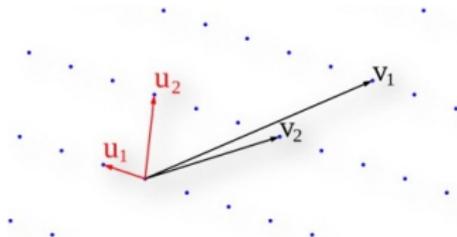
A **periodic grid** in the n -dimensional Euclidean space



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Advantages of Lattice Crypto Schemes

- Simple & efficient: linear, highly parallel operations
- Resist quantum attacks (so far)
- Secure under worst-case hardness assumptions [Ajt'96,...]



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Lattice-based Pseudorandomness?

- Only known PRF is generic GGM, no direct constructions
- Security proofs based on hard lattice problems need **fresh biased errors**

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Full version: <http://eprint.iacr.org/2011/401>

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- For n a power of 2 (say), define “cyclotomic” polynomial rings

$$R := \mathbb{Z}[x]/(x^n + 1) \quad \text{and} \quad R_q := R/qR = \mathbb{Z}_q[x]/(x^n + 1)$$

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- (R)LWE Problem:

$$\boxed{(a_i, a_i \cdot s + e_i)} \stackrel{c}{\approx} \boxed{(a_i, b_i) \in R_q \times R_q}$$

$s \in R_q$ **uniform** and **fixed**

e_i **Gaussian**

Hardness based on **worst case** (ideal-)lattice problems [LPR'10]

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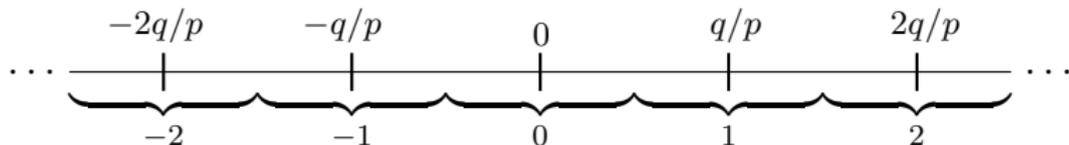
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- Secret** errors e_i need fresh randomness. Can we make this deterministic?

“Learning with Rounding”: LWR [This Work]

- Generate errors deterministically by **rounding** to a “sparse” subgroup (Fundamental operation used in decryption algorithms)

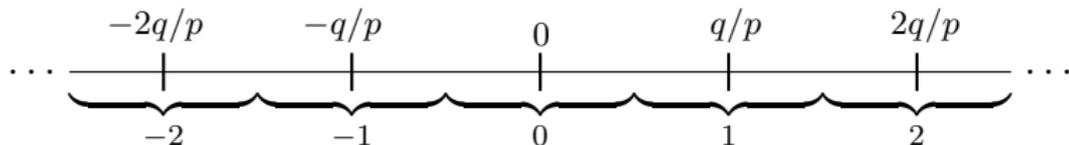
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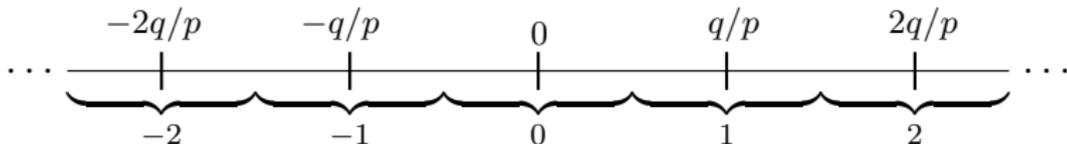
Ring-LWR Problem ($\text{RLWR}_{q,p}$)

Distinguish pairs $(a_i, \lfloor a_i \cdot s \rfloor_p) \in R_q \times R_p$ from **uniform**

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- LWE **conceals** low-order bits by adding small random noise
- LWR **discards** low-order bits instead

Theorem

Ring-LWE $_{q,\chi} \leq$ *RLWR* $_{q,p}$ when $q \geq p \cdot n^{\omega(1)}$ and χ *short*

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Ring-LWE_{q,χ} ≤ RLWR_{q,p} when $q ≥ p · n^{ω(1)}$ and $χ$ short

$$\begin{aligned} (U(R_q), U(R_p)) &\equiv (U(R_q), [U(R_q)]_p) \\ &\stackrel{c}{\approx} (a, [a \cdot s + e]_p) \text{ (by the (R)LWE assumption)} \\ &\equiv (a, [a \cdot s]_p) \text{ (w.h.p., for short error)} \end{aligned}$$

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Synthesizers from LWR

- $S: R_q \times R_q \rightarrow R_p$ defined as $S(a, s) = \lfloor a \cdot s \rfloor_p$ is a **synthesizer** [NR'95]
- Gives a k -bit PRF through a $\log k$ depth tree of synthesizers
- Details of the construction in the paper

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- “**Rounded subset-product**” function:

$$F_{a, s_1, \dots, s_k}(x_1 \cdots x_k) = \left[a \cdot \prod_{i=1}^k s_i^{x_i} \bmod q \right]_p$$

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- [NR'97,NRR'00]: **direct** PRFs from DDH / factoring (in NC^1)

$$F_{g,s_1,\dots,s_k}(x_1 \cdots x_k) = g^{\prod s_i^{x_i}}$$

(Computing this needs a costly exponentiation or lots of preprocessing...)

Proof Outline

- Seed is **uniform** $a \in R_q$ and **short** $s_1, \dots, s_k \in R$

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 \Rightarrow New function $F'(x) = \lfloor a_{x_1} \cdot s_2^{x_2} \cdots s_k^{x_k} \rfloor_p$
- Repeat inductively for s_2, s_3, \dots until we get the **Uniform** func

Summary

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- 2 Efficient lattice-based PRFs from synthesizers and directly
- 3 [Zha'12]: these constructions also yield quantum PRFs

Conclusions

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Open Questions

- 1 Get different proofs with better p/q ratios:

	LWR	Synth-PRF	Direct-PRF
Ratio (Current)	$n^{\omega(1)}$	$n^{\Theta(\log k)}$	$n^{\Theta(k)}$
Ratio (Hope)	\sqrt{n}	$\text{poly}(n)$	$\text{poly}(n)$

- 2 Efficient PRF from **parity with noise** (LPN) or **subset sum**?

```
int getRandomNumber()  
{  
    return 4; // chosen by fair dice roll.  
              // guaranteed to be random.  
}
```

(Image source: <http://xkcd.com/221/>)