# Ideal Lattices in Ring Learning with Errors (Ring-LWE) 

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## Overview

(1) Introduction to Lattice Based Cryptography
(2) Learning With Errors
(3) Ring Learning With Errors
4. Going Forward

## Public Key Cryptosystems

Key ingredients: A one-way function (do they exist?) and a public key $K$. RSA: $K=(N, e)$


Alice


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Decryption uses a trapdoor, for eg: if you know the factorization of $N$. RSA breaks when you have quantum computers!

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- Everywhere else its average case assumptions.
- Factoring from a certain distribution is hard - how should we choose this distribution?
- Fully Homomorphic Encryption and many other "exotic" schemes!


## Integer Lattices - Two Dimensional Example



## Integer Lattices - Definitions

- All integral combinations of $n$ linearly independent vectors $\mathbf{b}_{\mathbf{1}}, \ldots, \mathbf{b}_{\mathbf{n}}$ in $\mathbb{Z}^{m}(m \geq n)$ is called lattice.


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- $\mathbf{b}_{i} \mathrm{~s}$ form a lattice basis represented as a matrix,

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- The lattice can be written as,

$$
\mathcal{L}(\mathbf{B})=\left\{\mathbf{B x}: \mathbf{x} \in \mathbb{Z}^{n}\right\}
$$

## One Lattice, Many Bases

The basis vectors of the previous example is :

$$
\mathbf{b}_{\mathbf{1}}=\left[\begin{array}{l}
1 \\
2
\end{array}\right], \mathbf{b}_{\mathbf{2}}=\left[\begin{array}{c}
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The following vectors also generate the same lattice, $\mathcal{L}\left(\mathbf{b}_{\mathbf{1}}, \mathbf{b}_{\mathbf{2}}\right)$

$$
\mathbf{b}_{\mathbf{1}}{ }^{\prime}=\mathbf{b}_{\mathbf{1}}+\mathbf{b}_{\mathbf{2}}=\left[\begin{array}{l}
2 \\
1
\end{array}\right], \mathbf{b}_{\mathbf{2}}{ }^{\prime}=2 \mathbf{b}_{\mathbf{1}}+\mathbf{b}_{\mathbf{2}}=\left[\begin{array}{l}
3 \\
3
\end{array}\right]
$$

## One Lattice, Many Bases

The grids are different, the intersection points are the same.


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- $\operatorname{det}(\Lambda)$ is the $n$-dimensional volume of the fundamental parallelepiped $\mathcal{P}(\mathbf{B})$ spanned by basis vectors.


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- $\lambda_{1}(\Lambda)$ is the norm of the shortest nonzero vector $v \in \Lambda$.
- $\lambda_{i}(\Lambda)$ is the $i$-th successive minima defined as

$$
\lambda_{i}(\Lambda):=\min _{S}\left(\max _{v \in S}\|v\|\right),
$$

where $S$ runs over all I.i. sets $S \subset \Lambda$ with $|S|=i$.

## Computational Lattice Problems

1. Shortest Vector Problem (SVP) : Find a shortest nonzero vector $v \in \Lambda$.
2. Shortest Independent Vector Problem (SIVP) : Find I.i. vectors $v_{1}, \ldots, v_{n}$ in $\Lambda$ such that $\max _{i}\left\|v_{i}\right\|=\lambda_{n}(\Lambda)$.
3. Closest Vector Problem (CVP): given any target vector $w \in \mathbb{R}^{n}$ find the closest lattice point $v \in \Lambda$ to $w$.

## Computational Lattice Problems

- There are approximation variants, SVP $_{\gamma}$, CVP $_{\gamma}$, SIVP $_{\gamma}$. Let $\gamma \geq 1$, SVP $_{\gamma}$ : find a vector $v$ with $\|v\| \leq \gamma \lambda_{1}(\Lambda)$.


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- For "search" lattice problems, corresponding "decision" lattice problems and approx variants are there.
- Decision SVP : Given $\Lambda$ and length $d$, decide if the shortest vector is shorter than $d$ or not.
- GapSVP $\gamma_{\gamma}$ : approximation version of the decision SVP, decide if the shortest vector is shorter than $d$ or if it is longer than $\gamma \cdot d$.


## Using basis to solve CVP



## A trapdoor for lattice-based cryptosystems




## A trapdoor for lattice-based cryptosystems




Good bases : nearly orthogonal and short

## A bad basis and CVP



## Algorithms for Lattice Problems

- For $n=2$, problem is very easy!
- For higher dimensions, LLL algorithm (1982) - runs in poly $(n)$ time, but the vector returned is an exponential multiple of the actual shortest vector.


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## Result

For $\gamma=\operatorname{poly}(n)$, solving for very short vectors in high dimensions require $2^{\Omega(n)}$ time and space.

## Lattice-based cryptography - Milestones

- Ajtai introduces SIS (1996) : first average case/worst case lattice problem reduction.
- Ajtai-Dwork : a PKC based on SIS
- J. Hoffstein, J. Pipher, J. H. Silverman : NTRU (1996)
- Regev (2005) : Learning with Errors problem. An efficient LWE solver implies an efficient quantum algorithm for SIVP.
- Micciancio, Lyubashevsky, $(2002,2006)$ : Ideal Lattices and their applications in collision resistant hash functions and digital signatures.
- Peikert, Lyubashevsky, Regev $(2009,2010)$ : Ring-LWE
- Gentry (2009) : Fully Homomorphic Encryption


## Learning With Errors [Regev '05]

- Parameters: $n$ : dimension, $q$ : an integer of $\operatorname{poly}(n), \chi$ : error distribution on $\mathbb{Z}$, vectors $\mathbf{a}_{\mathbf{i}} \in \mathbb{Z}_{q}{ }^{n}$ chosen uniformly at random.


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Given a linear system of $m \geq n$ approximate/noisy eqns, find secret $\mathbf{s} \in \mathbb{Z}_{q}{ }^{n}$.

$$
\begin{gathered}
\left\langle\mathbf{a}_{1}, \mathbf{s}\right\rangle+e_{1}=b_{1}(\bmod ) q \\
\left\langle\mathbf{a}_{2}, \mathbf{s}\right\rangle+e_{2}=b_{2}(\bmod ) q \\
\vdots \\
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In matrix notation,

$$
\mathbf{A} \mathbf{s}+\mathbf{e}=\mathbf{b}
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- Solving Search-LWE solves Decision-LWE. We will show that they are equivalent for $q$ is a prime.


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- The typical choice for $\chi$ is discrete Gaussian - better security but sampling in practice is non-trivial.


## Discrete Gaussian

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- Consider $\mathcal{L}(\mathbf{A})=\{\mathbf{z} \equiv A \mathbf{s} \bmod q\}$.
- LWE is a CVP problem on $\mathcal{L}(\mathbf{A})$ : given $\mathbf{b} \approx \mathbf{v}=A \mathbf{s} \in \mathcal{L}(\mathbf{A})$, find $\mathbf{v}$.



## Hardness Results of LWE [Regev'05,'09]

## Theorem

Solving the LWE decision problem is at least as hard as quantumly solving $\operatorname{SIVP}_{\gamma=p o l y(n) / \alpha}$ (and GapSVP $\gamma_{\gamma}$ ) on arbitrary $n$-dimensional lattices.
$\alpha$ is the error rate, $\approx(\sigma(\approx \sqrt{n} \ll q)) / q$.

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Larger the error rate, smaller your gap!

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- Completely classical reductions under weaker parameters - (Peikert, '09).
- The result works for $q>2 \sqrt{n}$. Open question : for smaller values of $q$. When $q$ is very large $\left(\approx 2^{2 n}\right)$ there are attacks.


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- Search LWE: To find $\mathbf{s}$.


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- It is enough to find $s_{1} \in \mathbb{Z}_{q}$, other coordinates can be found similarly.
- For a pair $(\mathbf{a}, b)$ choose a fresh $k \in \mathbb{Z}_{q}$.
- Invoke $\mathcal{D}$ on pairs,

$$
(\mathbf{a}+(l, 0, \ldots, 0), b+l \cdot k),
$$

$l \in \mathbb{Z}_{q}$ chosen uniformly at random.

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- Since $q=\operatorname{poly}(n)$ we can try all these possibilities for $k$.
- $q$ need not be prime or $\operatorname{poly}(n)$ - (Peikert '09)


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- LWE is efficient - all that we have is matrix multiplications and additions.
- Getting one $b_{i} \in \mathbb{Z}_{q}$ requires an $n$-dimensional $\bmod q$ inner product.
- Typically $O\left(n^{2}\right)$ work.

$$
\left(\cdots \mathbf{a}_{\mathbf{i}} \cdots\right)\left(\begin{array}{c}
\vdots \\
\mathbf{s} \\
\vdots
\end{array}\right)+e=b \in \mathbb{Z}_{q}
$$

- Another issue - Rather large keys!

$$
p k=\left(\cdots \mathbf{a}_{\mathbf{i}} \cdots\right),\left(\begin{array}{c}
\vdots \\
\mathbf{b} \\
\vdots
\end{array}\right)
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## Ring-Learning With Errors [Peikert, Lyubashevsky, Regev('09)]

$$
\begin{aligned}
& \text { Let } R=\mathbb{Z}[x] /\left\langle x^{n}+1\right\rangle \text { for } n \text { a power of } 2 . \\
& R_{q}=R /\langle q\rangle \text {, with } q \text { prime and } q=1 \bmod n \text {. }
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- All elements of $R_{q}$ can be uniquely represented by polynomials of $\operatorname{deg}<n, R_{q} \cong \mathbb{Z}_{q}{ }^{n}$.
- Linear representation, shorter keys
- Operations in $R_{q}$ efficient with FFT-like algorithms : $n \log n$ operations mod $q$.


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$R$ is a cyclotomic ring of integers $\mathcal{O}_{K}$.

- All elements of $R_{q}$ can be uniquely represented by polynomials of $\operatorname{deg}<n, R_{q} \cong \mathbb{Z}_{q}{ }^{n}$.
- Linear representation, shorter keys
- Operations in $R_{q}$ efficient with FFT-like algorithms : $n \log n$ operations mod $q$.
- Same ring structures used in NTRU cryptosystems.


## Ring-LWE

- Search : find secret ring element $s(x) \in R_{q}$ given

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\begin{aligned}
& a_{1} \cdot s+e_{1}=b_{1} \in R_{q} \\
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- Decision : distinguish $\left(a_{i}, b_{i}\right)$ from uniform $\left(a_{i}, b_{i}\right) \in R_{q} \times R_{q}$.


## Ideal Lattices

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- Ideals in $\mathbb{Z}[x] /\langle f\rangle$ are ideal lattices.


## Hardness Results in Ideal Lattices

There is a quantum reduction from a worst case lattice problem SVP $_{\gamma=p o l y(n)}$ on arbitrary ideal lattices to search Ring-LWE.
There is a classical reduction from search Ring-LWE to decision RingLWE for any ideal lattice in cyclotomic $R$.

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Results are w.r.t. ideal lattices that have more structure. But no significant difference in security proofs versus general $n$-dim lattices.

- Decision Ring-LWE is needed for crypto - if you can break the crypto scheme then you can distinguish $\left(a_{i}, b_{i}\right)$ from $\left(a_{i}, b_{i}\right)$, etc, etc.


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- Now we have an embedding that is + and $\cdot$ coordinate-wise.

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f(x) \longmapsto\left(f\left(z^{1}\right), f\left(z^{3}\right), \ldots, f\left(z^{2 n-1}\right)\right)
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- Coefficient multiplication - knowing one or more coefficients of $s$ wont help us compute $a \cdot s$ mod $q R$ !
- With the new embedding we now have coordinate multiplication $a \cdot s=\left(a_{1} s_{1}, \cdots, a_{n} s_{n}\right)$.


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long elements relative to $q=13$.

- We have error distributions that depend on $q$ in very complicated ways.


## Exploiting the symmetry of the canonical embedding

- Order the coordinates of the canonical embedding of $p(x) \in R_{q}$ as $i$ th coordinate is $p\left(z^{2 i-1}\right)$.


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- $\tau$ preserves norms in the coefficient embedding -

$$
\left\|\tau_{k}(p(x))\right\|=\left\|p\left(x^{k}\right)\right\|=\|p(x)\|
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## Search Ring-LWE to Decision Ring-LWE reduction

- $\mathcal{D}_{j}$ - distinguishes Ring-LWE samples with first $j-1$ coordinates (in canonical embedding) replaced by uniform random noise from samples in which $j$ coordinates are replaced by uniform random noise.


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- Compute $\tau_{k}$ such that the $i$ th canonical coordinate is mapped to $j$.
- Let $v_{j} \in R_{q}$ be $(0,0, \ldots, 1,0, \ldots, 0)$, $j$ th position has 1 ,
- $\alpha_{l} \in R_{q}$ be chosen uniformly random,
- and $k$ be our guess for $s_{i}$ of $s$.


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- Since $\tau_{k}\left(b_{l}\right)=\tau_{k}\left(a_{l}\right) \tau_{k}\left(s_{l}\right)+\tau_{k}\left(e_{l}\right)$, the sample is

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- The error distribution should be preserved.
- Other alternatives - Polynomial-LWE (Stehle, et.al 2009).


## Implementations

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- Many second round lattice-crypto entrants at the NiST PQC standardization contest.


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- How to extend it to build Ring-LWE? How to define the canonical embedding?


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- Story of resilience?


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