

# CS6846 – Quantum Algorithms and Cryptography

## Learning With Errors and Encryption



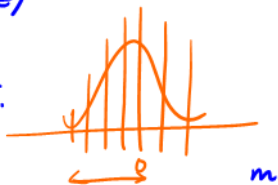
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# Learning With Errors: (LWE)

Search LWE ( $SLWE_{n, m, q, \chi}$ ):

Find  $s \in \mathbb{Z}_q^n$  given

$$\left\{ a_i, \langle a_i, s \rangle + e_i \mid a_i \leftarrow \mathbb{Z}_q^n, e_i \leftarrow \chi \right\}_{i=1}^m$$



Decision Version ( $LWE_{n, m, q, \chi}$ ):

Simply distinguish above samples from uniform.

## Hardness of LWE (Reg 05, BLP+13)

It was shown by these (& other) works that for appropriate choices of parameters  $(n, m, q, \chi)$ ,  $SLWE_{n, m, q, \chi}$  is as hard as solving worst case lattice problems such as SIVP, GapSVP with approx factor  $\text{poly}(n) \cdot q/\gamma$  ← smth related to  $\chi$ .

Note: Best known algorithms for  $2^k$  approximate time GapSVP & SIVP run in  $2^{o(n/k)}$

Hermite Normal Form:

The HNF or short-secret LWE is like LWE but the secret  $s$  is also chosen from error distribution  $\chi$ .

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Public Key Encryption:

Keygen ( $1^\lambda$ ): Sample  $\underline{s} \leftarrow \chi^n$ ,  $A \leftarrow \mathbb{Z}_q^{n \times n}$   
error  $e \leftarrow \chi^n$ .

$$PK = (A, y^T = s^T A + e^T) \in \mathbb{Z}_q^{n \times n} \times \mathbb{Z}_q^n$$

$$SK = s.$$

Enc (PK, m)  $\leftarrow$  bit

$$\text{PK} = A, s^T A + e^T$$
$$\text{SK} = s.$$

1). Sample  $r, x \leftarrow \mathcal{X}^n, x' \leftarrow \mathcal{X}$

2).  $a = Ar + x, b = y^T r + x' + m \lfloor \frac{q}{2} \rfloor$   
mod  $q$ .

3) output  $(a, b)$ .

Dec  $(s, a, b): s^T a = s^T (Ar + x)$

$$= \cancel{s^T A r} + s^T x$$

$$b = y^T r + x' + m \lfloor \frac{q}{2} \rfloor$$

$$= (s^T A + e^T) r + x' + m \lfloor \frac{q}{2} \rfloor$$

$\uparrow$   $q$

$\downarrow$   $0$

$$b - s^T a = \overset{\leq B}{\underbrace{(s^T x + e^T r + x')}} + m \lfloor \frac{q}{2} \rfloor$$

Correctness:

$$\text{Let } \text{Supp}(x) \subseteq \left( -\sqrt{\frac{q}{4(2n+1)}}, \sqrt{\frac{q}{4(2n+1)}} \right)$$

$$\text{Final error} = b - s^T a = \underset{\substack{\uparrow \\ n}}{s^T} \underset{\substack{\downarrow \\ n}}{x} + \underset{\substack{\downarrow \\ n}}{e^T} \underset{\substack{\downarrow \\ n}}{r} + \underset{\substack{\downarrow \\ 1}}{x^1}$$

Simple Bound

$$\frac{q}{4(2n+1)} \cdot (2n+1) = \frac{q}{4}$$

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Security:

Recall: Attacker sees the public key,  
& ciphertext for random bit.

Must guess bit.

$$\text{Hyb 0} \quad \text{PK} = A, \quad y^T = s^T A + e^T$$

$$\text{CT} = A \cdot x + \left( y^T x + x' \right) + m \left[ \frac{q}{2} \right]$$

$\underbrace{\hspace{10em}}_{\approx \text{Random}}$   
 $\underbrace{\hspace{10em}}_{\approx \text{Random}}$

Hyb 1: Change the public key

$$\tilde{\text{PK}} = A, \text{ random}$$

By ssLWE

Hyb 0.5:

CT = Function of the PK.

PK, f(PK)

$$\text{Hyb 2: } \text{Enc}(\tilde{\text{PK}}, m) = a + b' + m \left[ \frac{q}{2} \right] \pmod{q}$$

where  $a, b'$  are random.

$$\text{CT} : \begin{pmatrix} A \\ y^T \end{pmatrix} x + \begin{pmatrix} x \\ x' \end{pmatrix} + \begin{pmatrix} 0 \\ m \left[ \frac{q}{2} \right] \end{pmatrix} \pmod{q}$$

Now CT

PK  $A, y$   
random

$a, b' + m \lfloor \frac{a}{2} \rfloor$   
random.

Hyb 3: Change  $b' + m \lfloor \frac{a}{2} \rfloor$  to random

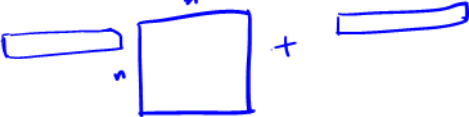
PK =  $A, \text{random } y$

CT =  $\text{random } a, \text{random } b.$

Dec :  $\frac{b - s^T a}{\text{random.}}$



$$y = s^T A + e^T$$

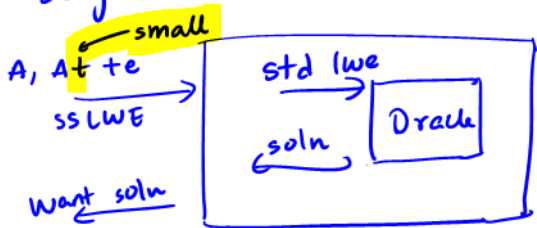
A, 

A,  $\underbrace{s^T A + e^T}_{\text{recover } s}$

## Connection between ssLWE & LWE:

Lemma: There is a polynomial time reduction from ssLWE  $(n, m, q, \chi)$  to LWE  $(n, m, q, \chi)$  & one from LWE  $(n, m, q, \chi)$  to ssLWE  $(n, m+n, q, \chi)$

Proof: Say that we have oracle to solve LWE



$$t' \leftarrow \mathbb{Z}_q^n$$
$$At + e + At'$$
$$= A(\underbrace{t + t'}_{\text{random}}) + e$$

Now I have solved for ss LWE

$n \times m$   $\left[ \begin{array}{c} \phantom{A} \\ \phantom{A} \\ \phantom{A} \end{array} \right]$   $A, A t + e.$

Write as  $n \begin{pmatrix} A_1 \\ A_2 \end{pmatrix}, \begin{pmatrix} A_1 \end{pmatrix} t + \begin{pmatrix} e_1 \\ e_2 \end{pmatrix} = \begin{pmatrix} b_1 \\ b_2 \end{pmatrix}$

W.h.p.  $A_1$  is invertible.

$$b_1 = A_1 t + e_1 \Rightarrow t = A_1^{-1} (b_1 - e_1)$$

$$b_2 = A_2 t + e_2 = A_2 A_1^{-1} b_1 - A_2 A_1^{-1} e_1 + e_2$$

$$\therefore \underbrace{A_2 A_1^{-1} e_1 - e_2}_{A^1} = \underbrace{A_2 A_1^{-1} b_1 - b_2}_{\text{can compute}}$$

Have  $(A^1, A^1 e_1 - e_2) \Rightarrow \text{solve!}$