

SVP algorithms. BKZ

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Links

These slides are available here:



https://crypto-kantiana.com/elena.kirshanova/teaching/ssRabat/SVP_Rabat.pdf

Links II

Exercises, labs are available on the webpage:



[https://crypto-kantiana.com/elenakirshanova/teaching/
summerschoolRabat2023.html](https://crypto-kantiana.com/elenakirshanova/teaching/summerschoolRabat2023.html)

Agenda

- Today: Lectures
- Tomorrow: Exercises
- Friday: Labs

Labs

- For Lab1 you need to install FPyLLL
<https://github.com/fplll/fpylll>
- It is available via SageMathCell and CoCalc (select a Jupyter notebook with a Sage kernel)
- For Lab2 and Lab3 you need Sage on your machine (Lab2 is checked via automated tests)
- Labs can be solved in teams of **max 3** people
- Try to install FPyLLL or play with it in CoCalc

Prize

The fastest team to obtain correct*
solutions/implementations gets an unforgettable prize!

The correctness will be judged by the lecturer

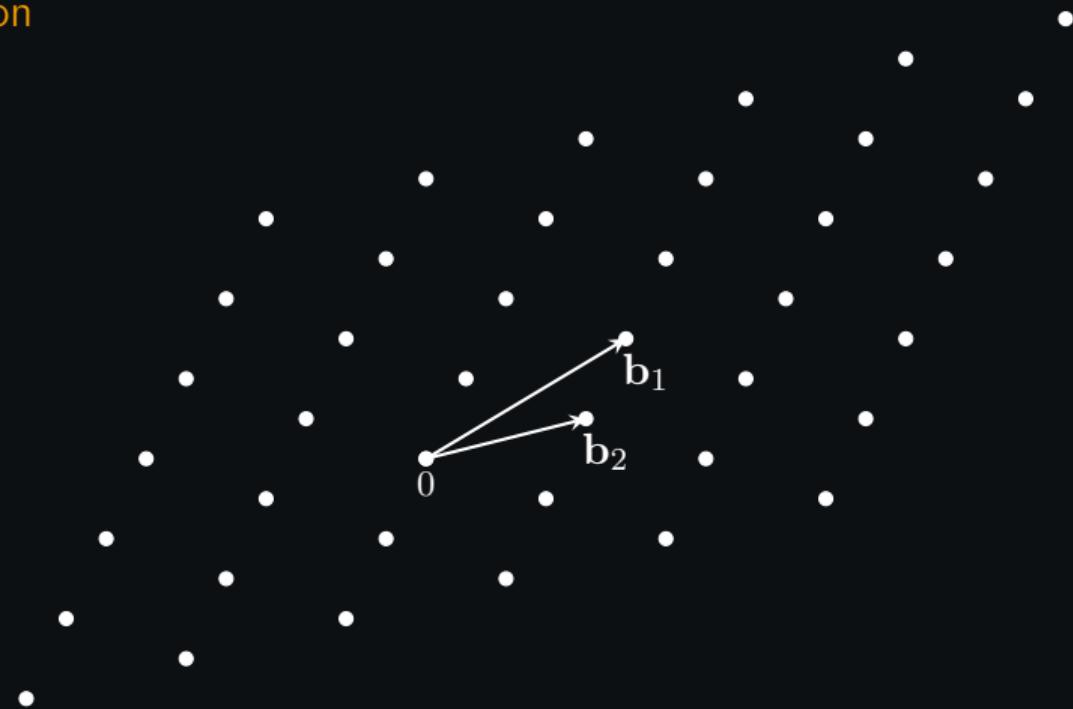
Content of the lectures

1. The shortest vector problem
2. Kannan-Finke-Pohst Enumeration algorithm
3. Sieving algorithm
4. Block Korkine-Zolotarev reduction
5. Solving LWE with BKZ

Part I

The shortest vector problem

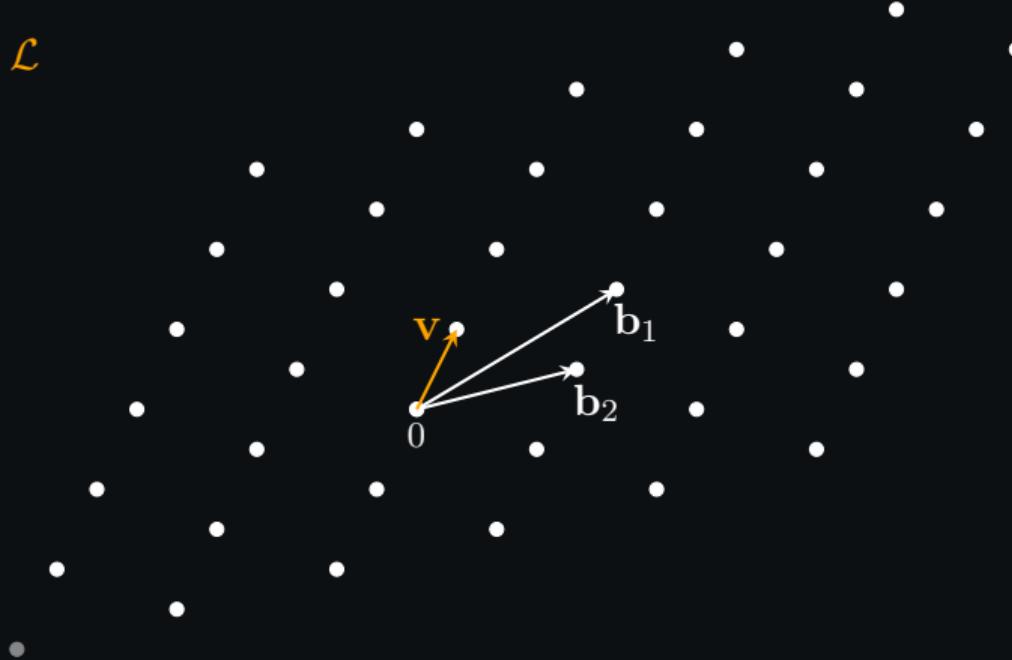
A lattice: definition



A **lattice** is the set $\mathcal{L} = \{\sum_{i \leq n} x_i \mathbf{b}_i : x_i \in \mathbb{Z}\}$ for some linearly independent \mathbf{b}_i 's.

For us, $\mathbf{b}_i \in \mathbb{Z}^n$ and \mathcal{L} is full-rank.

Short vectors in \mathcal{L}



The Shortest Vector Problem (SVP) asks to find non-zero v of minimal Euclidean length.

We do not know $\|v\|$ in general, but for any n -rank \mathcal{L} :

$$\|\mathbf{v}_{\text{shortest}}\| \leq \sqrt{n} \cdot \det(\mathcal{L})^{1/n} \quad (\text{Minkowski's bound})$$

Hardness of SVP (small-order terms are omitted)

$$\|\mathbf{v}_{\text{shortest}}\| \leq \sqrt{n} \cdot \det(\mathcal{L})^{1/n}$$

Approximate SVP asks to find $\mathbf{v}_{\text{short}}$:

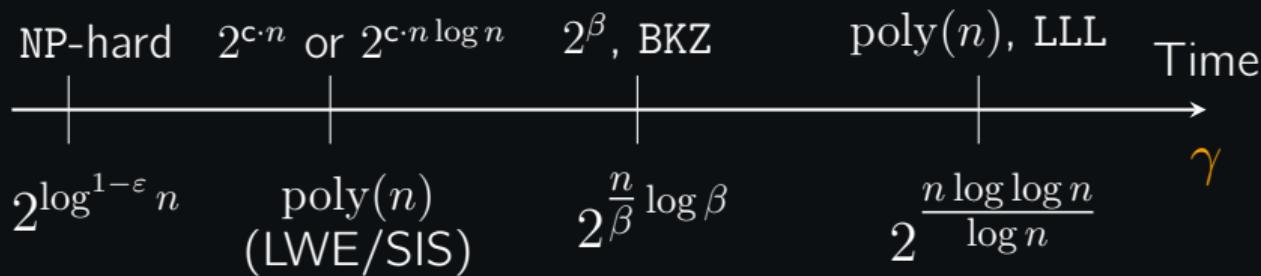
$$\|\mathbf{v}_{\text{short}}\| \leq \gamma \cdot \sqrt{n} \cdot \det(\mathcal{L})^{1/n}$$

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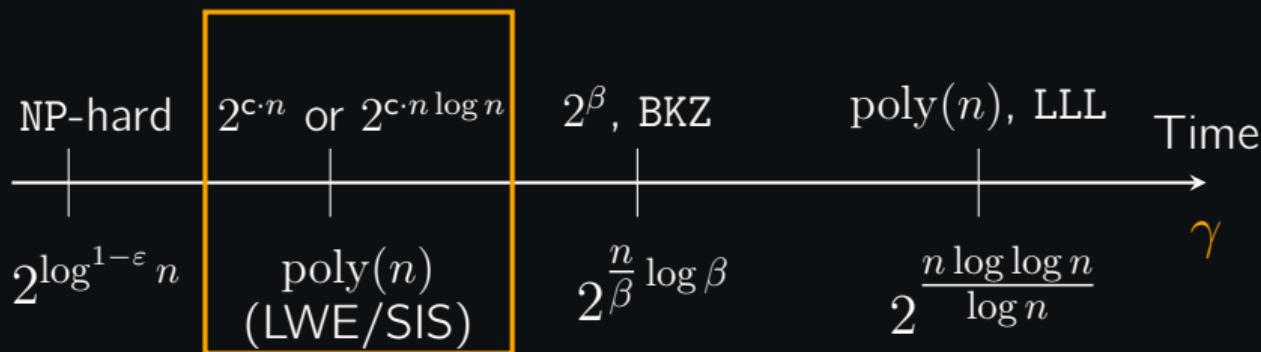


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Practical Algorithms for SVP

- Enumeration
- Sieving (Provable/Heuristic)

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$$\text{Time} = 2^{((1/2e)+o(1))n \log n} \quad \text{Memory} = \text{poly}(n)$$

- ✓ Lots of improvements for the $o(n \log n)$ -term
- ✓ (Somewhat) easy to parallelize

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Practical Algorithms for SVP

- Enumeration

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- ✓ Lots of improvements for the $o(n \log n)$ -term
- ✓ (Somewhat) easy to parallelize

- Sieving (Provable/Heuristic)

$$\text{Time} = 2^{(2.465+o(1))n} \quad \text{Memory} = 2^{(1.325+o(1))n}$$

$$\text{Time} = 2^{(0.292+o(1))n} \quad \text{Memory} = 2^{(0.2075+o(1))n}$$

- ✓ Big $o(n)$ -factors
- ✓ Parallelization is painful
- ✓ Time-memory trade-offs exist

Part II

Kannan-Finke-Pohst Enumeration algorithm

Enumeration algorithm for SVP: main idea

Idea: enumerate all lattice vector within a ball of certain radius k .

1. INPUT: basis $B = QR$, $R \in \mathbb{R}^{n \times n}$ – R-factor

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2. Set $k = \|\mathbf{b}_1\|$ – a bound
3. Let $\mathbf{x} \in \mathbb{Z}^n$ be the coefficient vector of $\mathbf{b} = B\mathbf{x}$. Then

$$\|B\mathbf{x}\|^2 = \|R\mathbf{x}\|^2 = \left\| \left(\sum_{i=1}^n r_{1,i}x_i, \sum_{i=2}^n r_{2,i}x_i, \dots, r_{n,n}x_n \right) \right\|^2 = \sum_{j=1}^n \left(\sum_{i \geq j} r_{j,i}x_i \right)^2.$$

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We are going to enumerate x_i 's for $i = n, \dots, 1$, keeping the value $\sum_{j=1}^n \left(\sum_{i \geq j} r_{j,i}x_i \right)^2$ bounded.

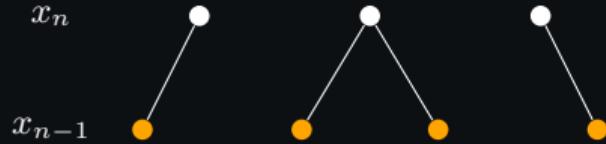
Enumeration algorithm for SVP

x_n



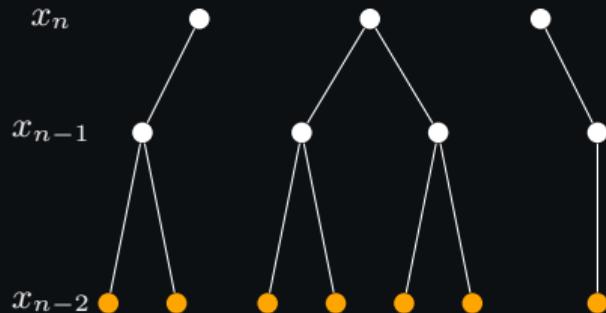
1. Take all $x_n \in \mathbb{Z}$ s.t. $|x_n| < \frac{k}{r_{n,n}}$.

Enumeration algorithm for SVP



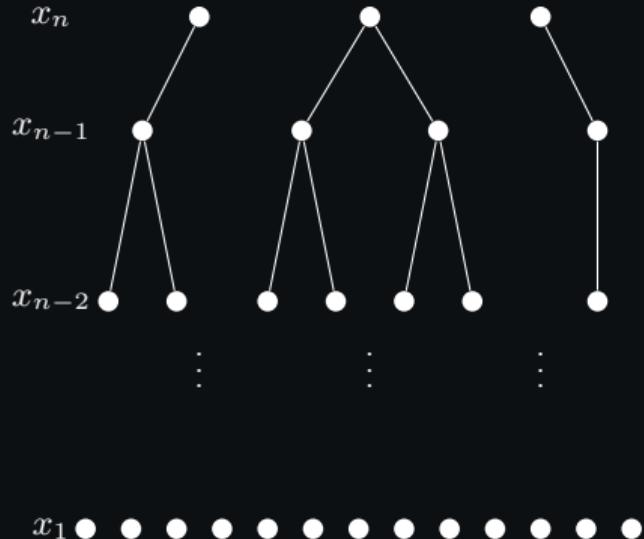
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2. Fix x_n . Take all $x_{n-1} \in \mathbb{Z}$ s.t.
$$\left| x_{n-1} + \frac{r_{n-1,n}}{r_{n-1,n-1}} x_n \right| < \left(\frac{k^2 - (r_{n,n} x_n)^2}{r_{n-1,n-1}} \right)^{1/2}$$

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3. For fixed x_n, x_{n-1} , take all ‘legitimate’ $x_{n-2} \in \mathbb{Z}$
4. Continue all the way to x_1 's.

Theorem

The size of the enumeration tree of the above algorithm that receives on input an LLL-reduced basis B of an n -dimensional lattice is $2^{(n^2)}$. It can be traversed using $\text{poly}(n)$ memory.

A proof to be shown in TD.

One can tweak the algorithm by making the smallest $r_{i,i}$'s larger. This gives the enumeration tree to the size $2^{\frac{n \log n}{2e} + o(n)}$, [Kan83, HanSte07]

Part III

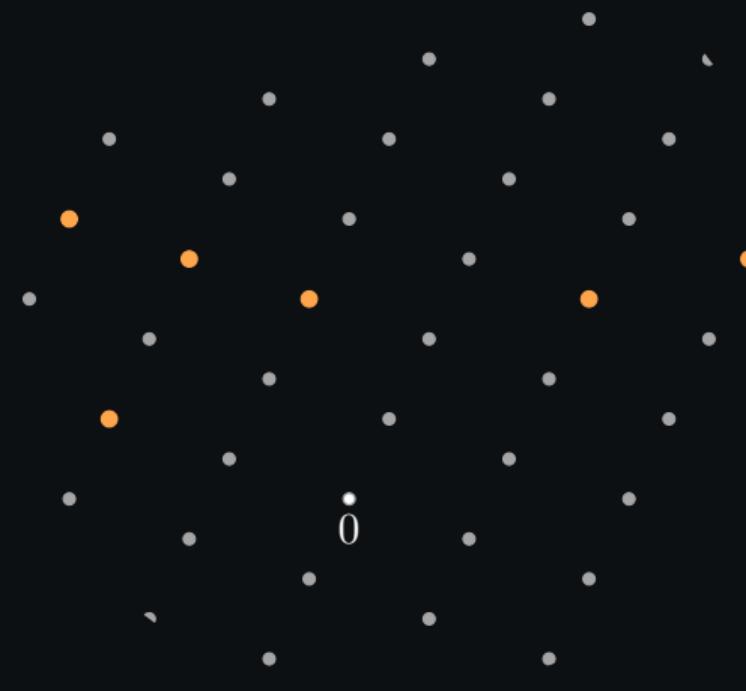
Sieving



Basic 2-Sieve (Nguyen-Vidick sieve)

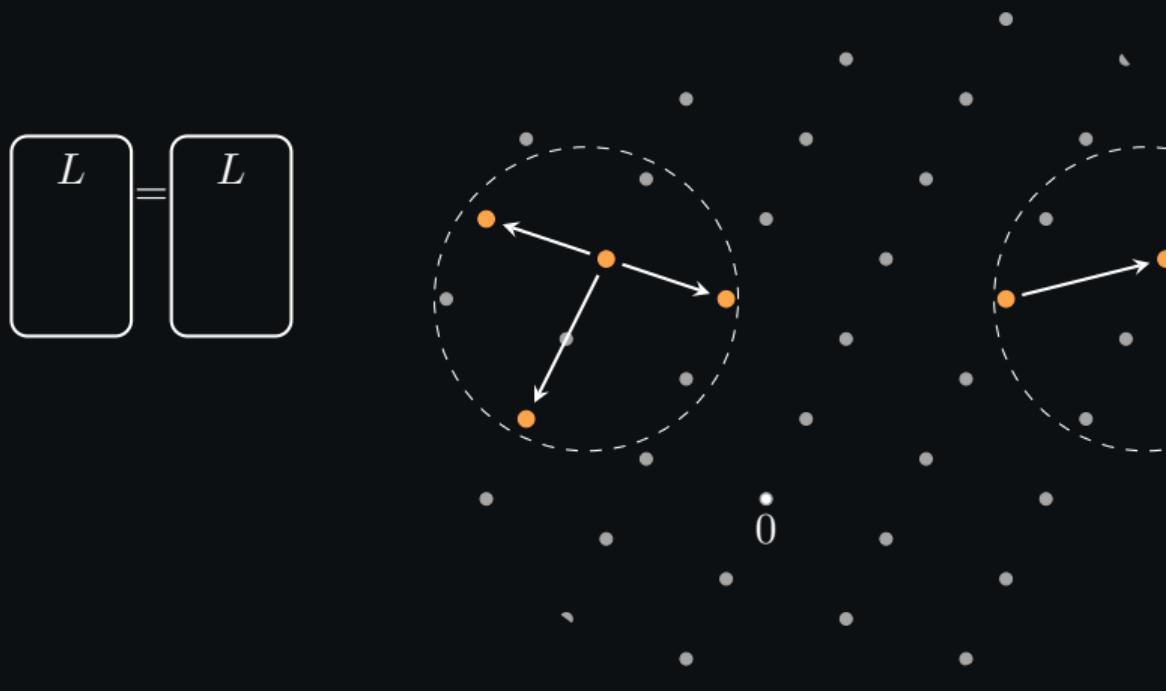
Main idea in all sieving algorithms: **saturate** space with enough lattice vectors so that their sums give short(er) vectors

$$\boxed{L} = \boxed{L}$$



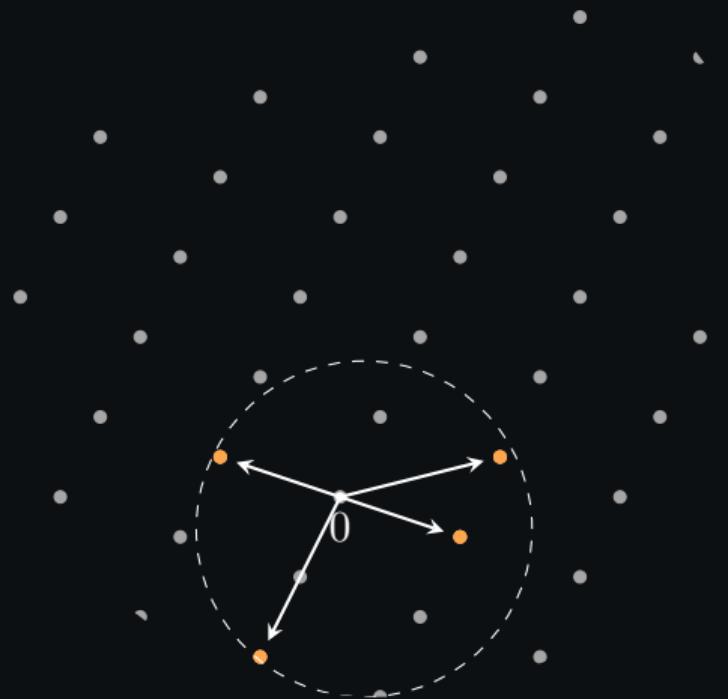
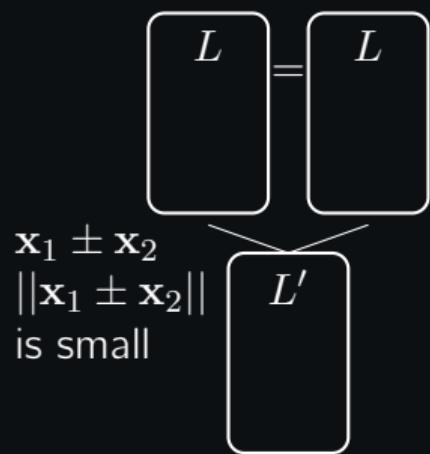
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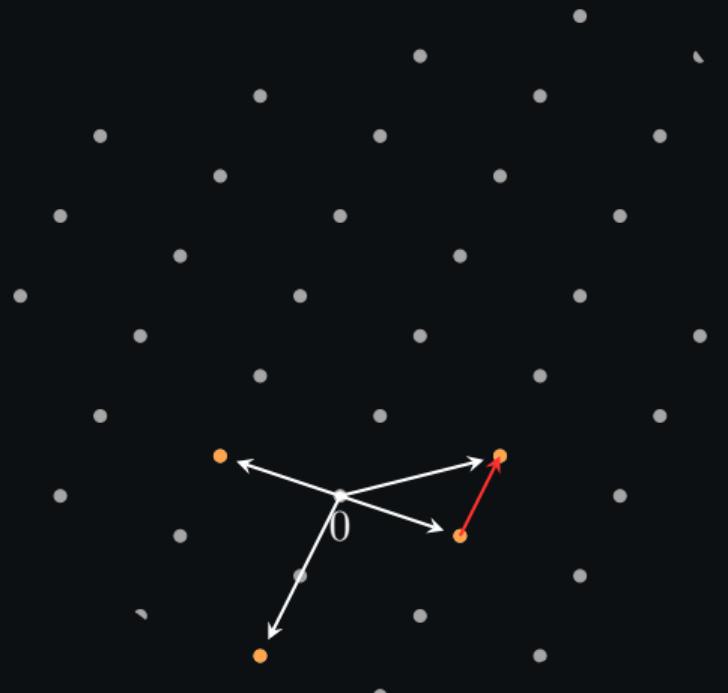
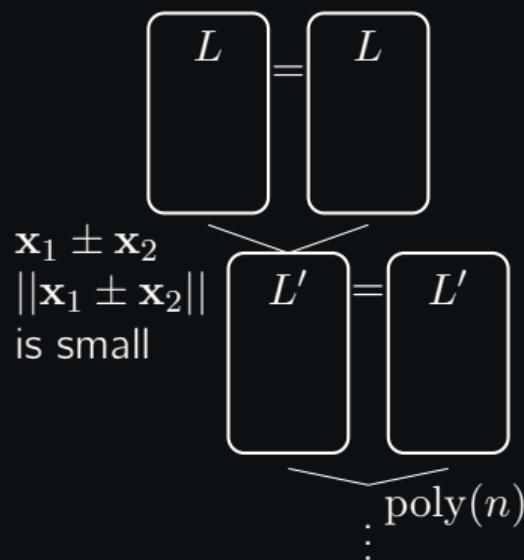
$$\begin{array}{c} L \\ \parallel \\ L' \end{array} = \begin{array}{c} L \\ \parallel \\ L' \end{array}$$

$\mathbf{x}_1 \pm \mathbf{x}_2$
 $||\mathbf{x}_1 \pm \mathbf{x}_2||$
is small



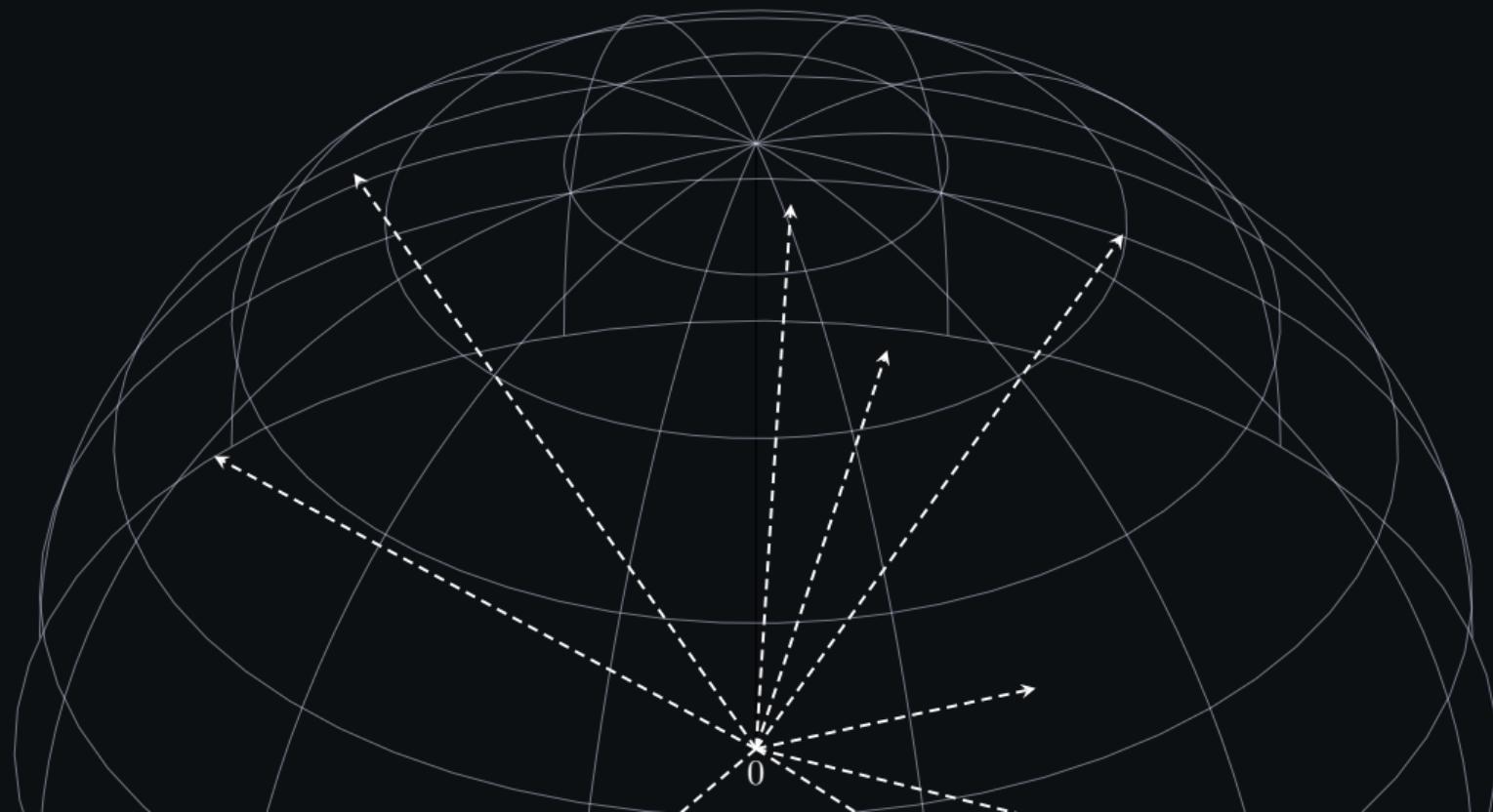
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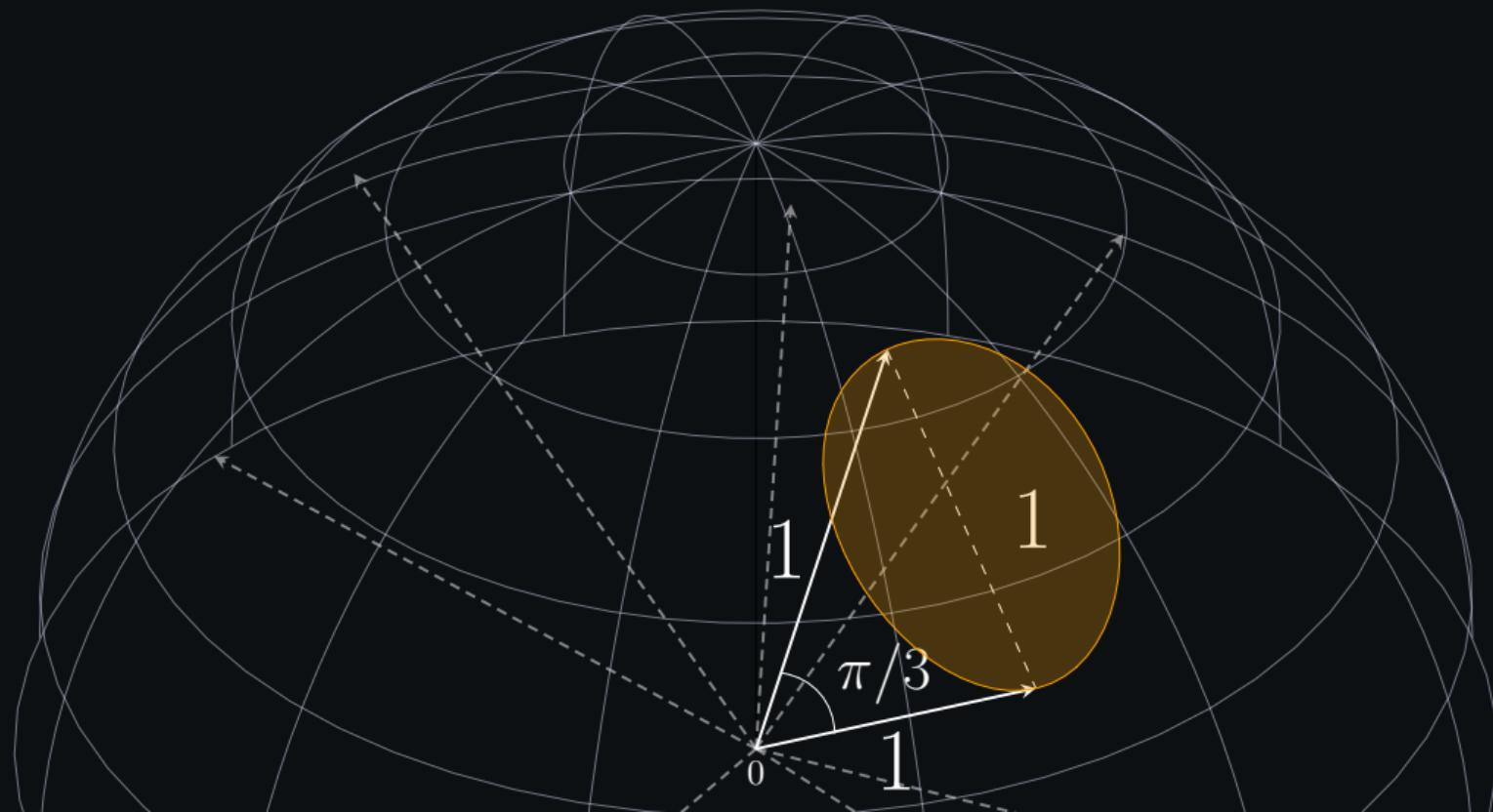
How large $|L|$ should be?

Assumption: vectors (normalized) in $|L|$ are uniform iid on S^{n-1} .



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Main idea in all sieving algorithms: **saturate** space with enough lattice vectors so that their sums give short(er) vectors

$$\boxed{L} = \boxed{L}$$

$\bullet |L| = \left(\sqrt{\frac{3}{4}}\right)^{-n} = 2^{0.2075n}$

$\mathbf{x}_1 \pm \mathbf{x}_2$

$\|\mathbf{x}_1 \pm \mathbf{x}_2\|$

is small

$$\boxed{L'} = \boxed{L'}$$

$T(\text{2-Sieve}) = |L|^2 = 2^{0.415n}$

$\underbrace{\quad}_{\text{poly}(n)}$

SVP: conclusions

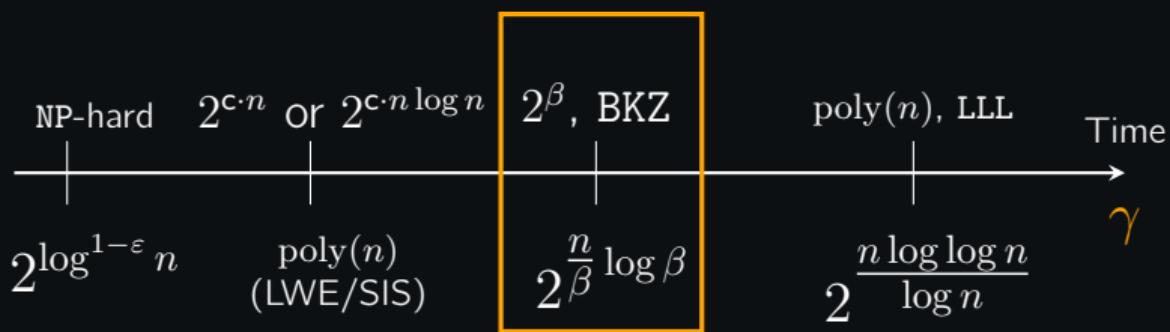
- Best known SVP algorithm require at least exponential (in lattice dimension) time
- We do not know how to use the additional structure to significantly speed up SVP algorithms for algebraic lattices

Open questions

- SVP in ℓ_∞ norm, algebraic SVP
- Precise complexity of SVP taking into account memory costs
- Quantum speed ups for SVP/LWE/SIS?

Part IV

Block Korkine-Zolotarev (BKZ) algorithm

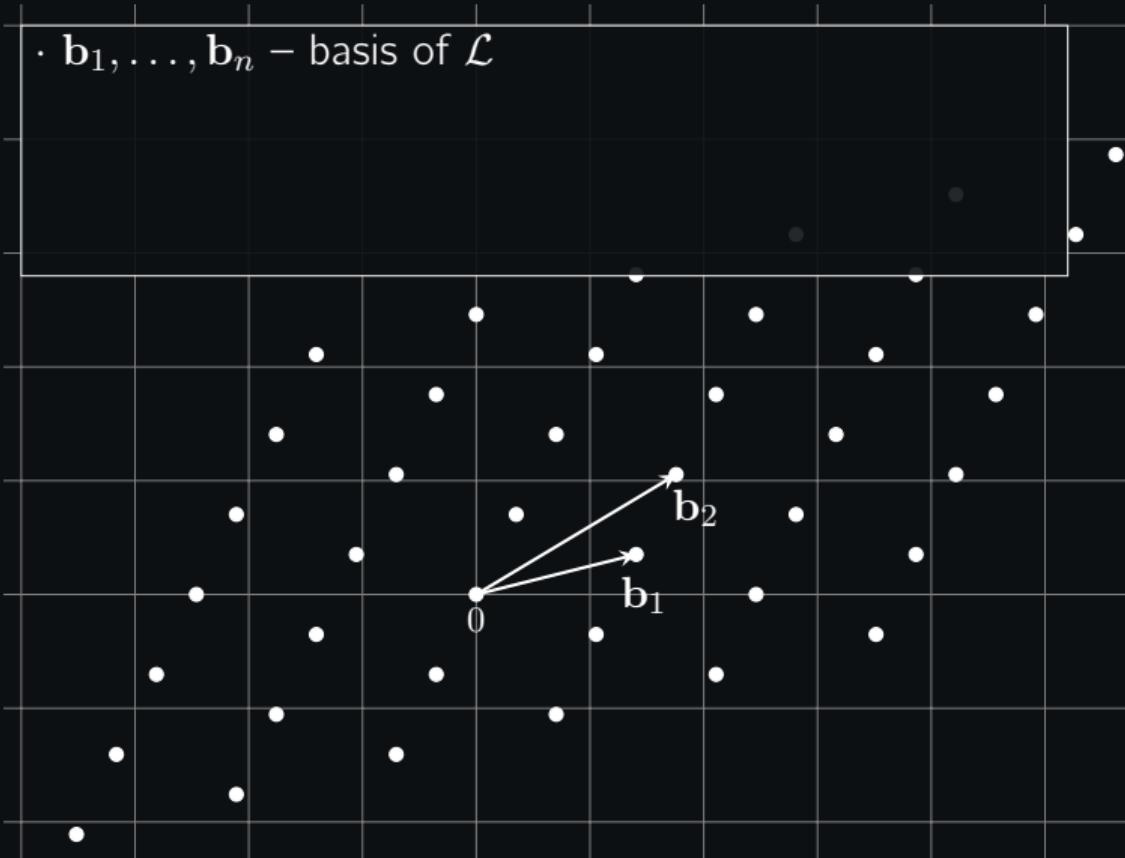


Small improvement at a time

- We never call an SVP oracle on an non-preprocessed basis
- Having a “better quality” basis of \mathcal{L} is beneficial for most (all?) algorithms
- We try to gradually improve the “quality” of a basis

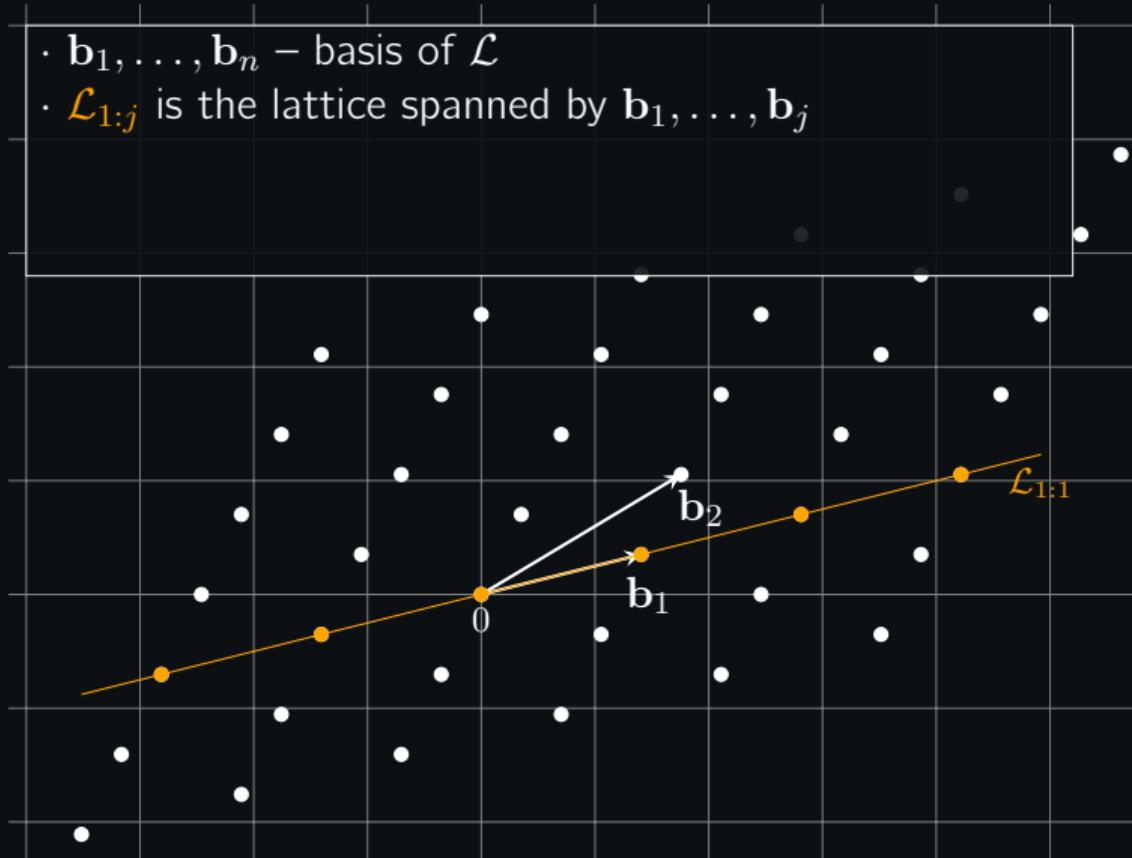
Quality - length of Gram-Schmidt vectors

Projected lattice



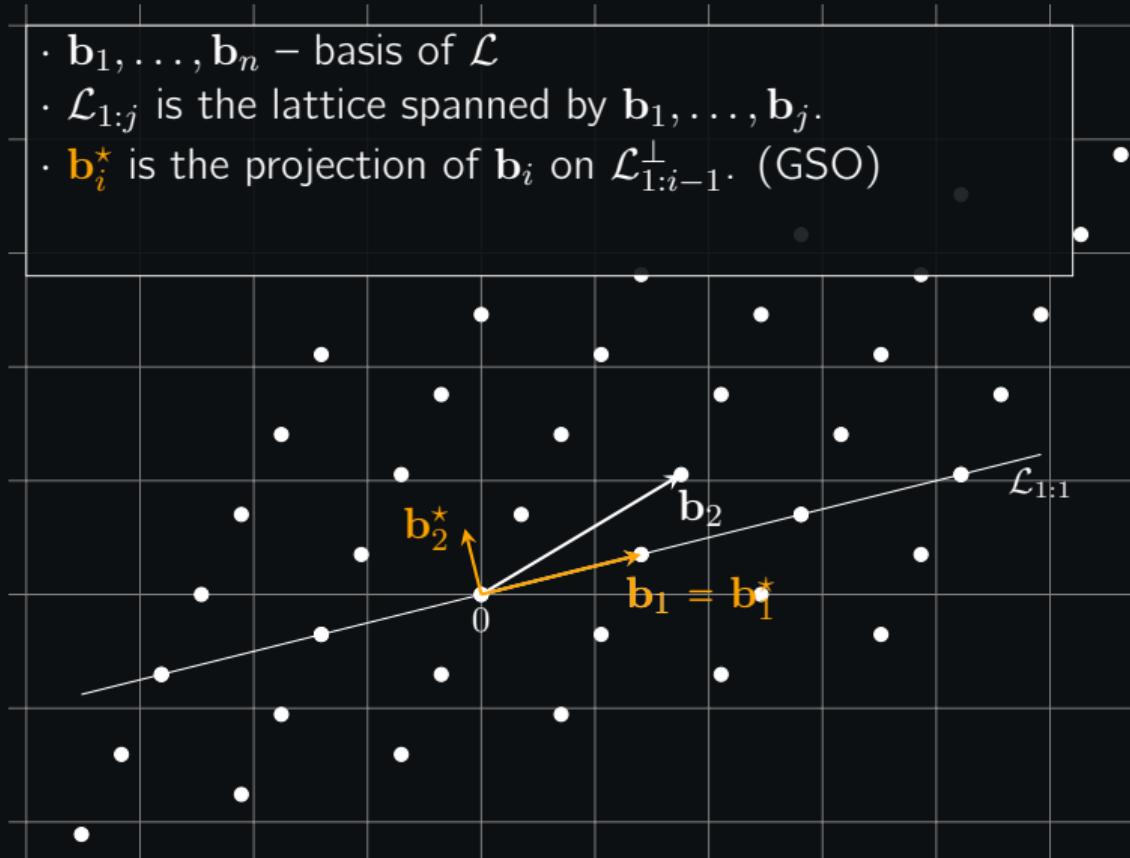
Projected lattice

- $\mathbf{b}_1, \dots, \mathbf{b}_n$ – basis of \mathcal{L}
- $\mathcal{L}_{1:j}$ is the lattice spanned by $\mathbf{b}_1, \dots, \mathbf{b}_j$



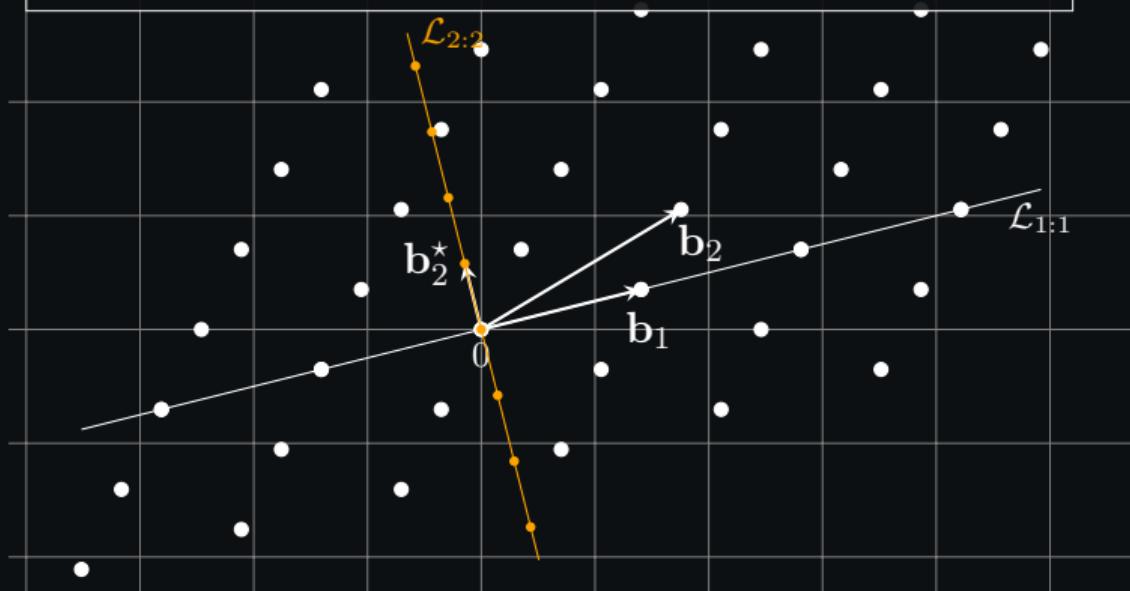
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- \mathbf{b}_i^* is the projection of \mathbf{b}_i on $\mathcal{L}_{1:i-1}^\perp$. (GSO)



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- \mathbf{b}_i^* is the projection of \mathbf{b}_i on $\mathcal{L}_{1:i-1}^\perp$ (GSO)
- $\mathcal{L}_{i:j}$ is the orthogonal projection of $\mathcal{L}_{1:j}$ on $\mathcal{L}_{1:i-1}^\perp$.



BKZ (simplified)

Notation: $\mathcal{L}_{[\ell ; r]}$ - orthogonal projection of $\mathcal{L}_{1:r}$ on $\mathcal{L}_{1:\ell-1}^\perp$

Input: $B = (\mathbf{b}_i), \beta$

for $k = 2 \dots n-1$ **do**

$\mathbf{b} \leftarrow \text{SVP}(\mathcal{L}_{[k ; \min\{k+\beta-1, n\}]})$

end for

if \mathbf{b} is “short enough” **then**

 Insert \mathbf{b} into B

 Remove lin. dependencies

end if

$$\begin{pmatrix} | & | & | & | & | & | \\ b_1 & b_2 & b_3 & \dots & b_\beta & b_{\beta+1} & \dots & b_n \\ | & | & | & | & | & | & | \end{pmatrix}$$

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Notation: $\mathcal{L}_{[\ell ; r]}$ - orthogonal projection of $\mathcal{L}_{1:r}$ on $\mathcal{L}_{1:\ell-1}^\perp$

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for $k = 2$ do

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end if

- BKZ runs this FOR-loop while there has been a change in the basis
- one run of this FOR-loop is called a tour

$$\underbrace{\begin{pmatrix} | & | & | & | & | & | \\ b_1 & b_2 & b_3 & \dots & b_\beta & b_{\beta+1} & \dots & b_n \\ | & | & | & | & | & | & | \end{pmatrix}}_{\text{SVP}}$$

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for $k = 3$ do

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$$\left(\underbrace{\mathbf{b}_1 \mathbf{b}_2 \mathbf{b}_3 \dots \mathbf{b}_\beta \mathbf{b}_{\beta+1} \dots \mathbf{b}_n}_{\text{SVP}} \right)$$

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Notation: $\mathcal{L}_{[\ell ; r]}$ - orthogonal projection of $\mathcal{L}_{1:r}$ on $\mathcal{L}_{1:\ell-1}^\perp$

Input: $B = (\mathbf{b}_i), \beta$

for $k = 4$ do

$\mathbf{b} \leftarrow \text{SVP}(\mathcal{L}_{[4 ; \min\{\beta+3, n\}]})$

end for

if \mathbf{b} is “short enough” then

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BKZ: Output Quality and Runtime

- The running time of the algorithm is dominated by the SVP calls if we bound the number of tours by $\text{poly}(n)$.
- This leads to the complexity $2^{\mathcal{O}(\beta)}$ when sieving is used for SVP and $2^{\mathcal{O}(\beta \log \beta)}$. Question: memory?
- The approximation factor achieved by BKZ is (see TD):

$$\|\mathbf{b}_1\| \leq \beta^{\frac{n-1}{\beta-1}} \lambda_1(L).$$

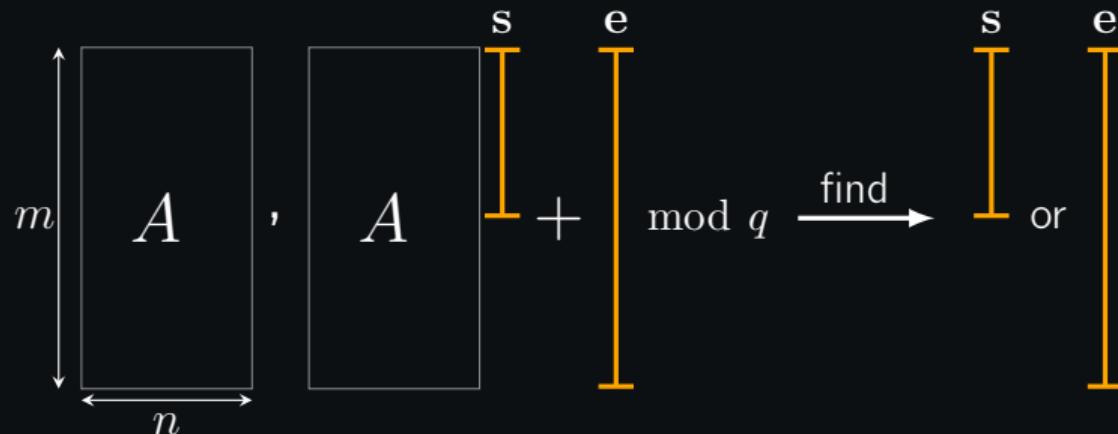
Time to show the demo...

TODO

Part V

Solving LWE with BKZ

LWE is BDD



- A defines the Construction-A lattice

$$\mathcal{L}_q(A) = A\mathbb{Z}_q^n + q\mathbb{Z}^m$$

- W.h.p., $\mathcal{L}_q(A)$ is of dim. m and $\det(\mathcal{L}_q(A)) = q^{m-n}$.
- $As + e \bmod q$ is a point near $\mathcal{L}_q(A)$ at distance $\Theta(\sqrt{m}\alpha q)$
- $(A, As + e)$ is a BDD instance on $\mathcal{L}_q(A)$ with $\gamma = \frac{q^{1-n/m}}{\alpha q}$

How do we solve BDD? Use an approxSVP algorithm! Kannan's Embedding

For a BDD instance $(\mathcal{L}, \mathbf{t})$, where B is a basis of \mathcal{L} , and c is a constant, let

$$B' = \begin{bmatrix} B & \mathbf{t} \\ \mathbf{0} & c \end{bmatrix}$$

- Columns of B' are linearly independent
- Let $B\mathbf{x}$ be the solution
- For “properly” chosen c and \mathbf{t} - sufficiently close to \mathcal{L} ,

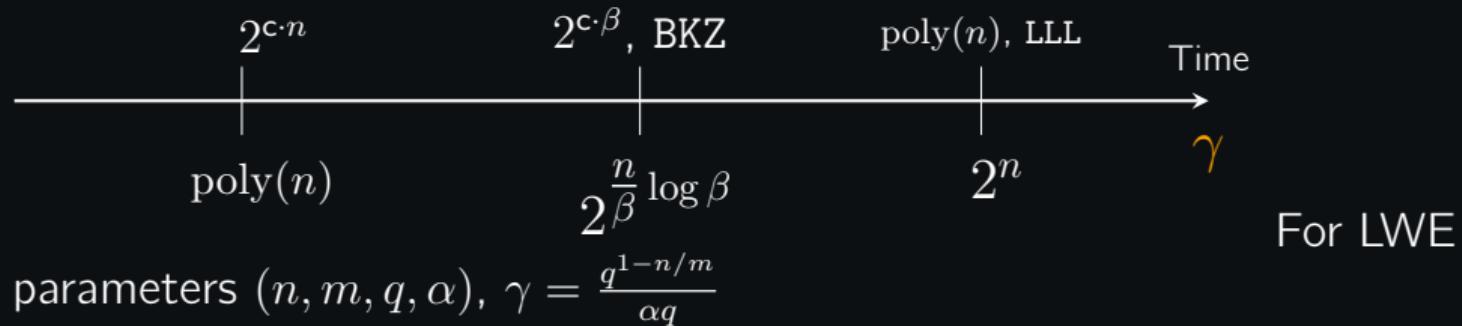
$$\begin{bmatrix} B & \mathbf{t} \\ \mathbf{0} & c \end{bmatrix} \cdot \begin{bmatrix} \mathbf{x} \\ -1 \end{bmatrix} = \begin{bmatrix} B\mathbf{x} - \mathbf{t} \\ -c \end{bmatrix}$$

– is the shortest vector in $\mathcal{L}(B')$ (much shorter than any other $\mathbf{v} \in \mathcal{L}(B')$ non-parallel to it).

Kannan's embedding in pictures



Hardness of LWE



$$T(\text{LWE}) = \exp \left(c \cdot \frac{\lg q}{\lg^2 \alpha} \lg \left(\frac{n \lg q}{\lg^2 \alpha} \right) \cdot n \right),$$

where c is the constant in the exponent of SVP complexity, i.e., $T((\text{SVP}))^{2^{c\beta}}$.

This complexity is obtained by solving for β

$$2^{\frac{m}{\beta} \log \beta} = \frac{q^{1-n/m}}{\alpha q}$$

and choosing $m = \Omega(n)$ that minimizes the solution.

References

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- [Kan83] Ravi Kannan. Improved algorithms for integer programming and related lattice problems.
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- [NV08] P. Nguyen, T. Vidick. Sieve algorithms for the shortest vector problem are practical.
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