

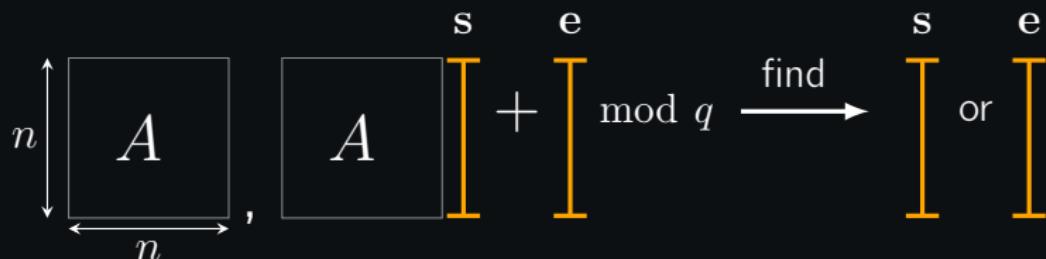
How to Find Ternary LWE Keys Using Locality Sensitive Hashing

Elena Kirshanova, Alexander May

$$\sqrt{\frac{3}{4}} |\text{I. Kant BFU}\rangle + \sqrt{\frac{1}{4}} |\text{RUB}\rangle$$

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Ternary LWE



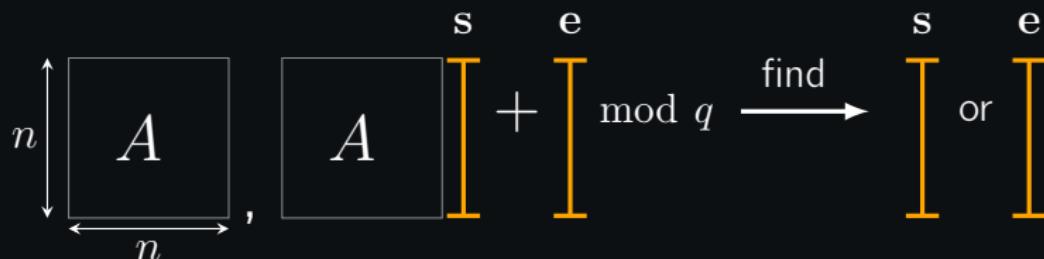
$$A \xleftarrow{\$} \mathbb{Z}_q^{n \times n} \quad \mathbf{s}, \mathbf{e} \xleftarrow{\$} \{-1, 0, 1\}^n$$

Relevant to NTRU-types schemes¹ and some signatures.²

¹J. Hoffstein, J. Pipher, J. H. Silverman. Ntru: A ring-based public key cryptosystem. ANTS'98

²L. Ducas, A. Durmus, T. Lepoint, V. Lyubashevsky. Lattice signatures and bimodal Gaussians. Crypto'13

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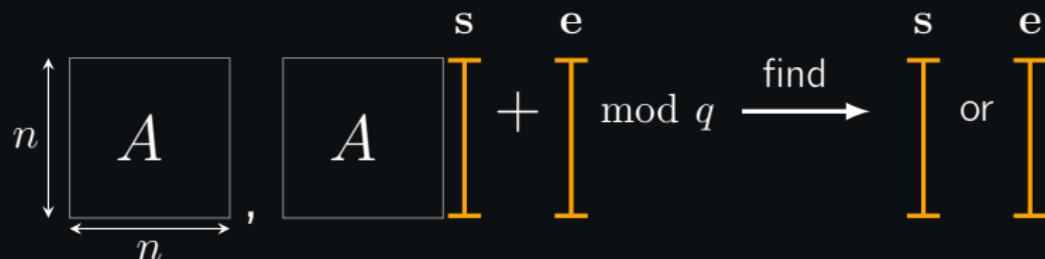
Main approaches to solve ternary LWE:

- lattice basis reduction attacks
- combinatorial attacks

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Prior art I.Oldyzko's idea

$$A\mathbf{s} + \mathbf{e} = \mathbf{b} \bmod q$$

$$\iff$$

$$A\mathbf{s}_1 \approx_{\mathbf{e}} A\mathbf{s}_2 + \mathbf{b} \bmod q$$

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$$A\mathbf{s} + \mathbf{e} = \mathbf{b} \bmod q \iff A\mathbf{s}_1 \approx_{\mathbf{e}} A\mathbf{s}_2 + \mathbf{b} \bmod q$$

Oldyzko'98: $A = (A_1 | A_2) \in \mathbb{Z}_q^{n \times n}$

- $L_1 = \{\mathbf{s}_1 \in \{\pm 1, 0\}^{\frac{n}{2}}, \text{Hash}(A_1 \mathbf{s}_1)\}$
- $L_2 = \{\mathbf{s}_2 \in \{\pm 1, 0\}^{\frac{n}{2}}, \text{Hash}(-A_2 \mathbf{s}_2 + \mathbf{b})\}$
- Sort L_1, L_2 w.r.t. Hash()
- Output $\mathbf{s}_1, \mathbf{s}_2$ s.t.
 $\text{Hash}(A\mathbf{s}_1) = \text{Hash}(-A\mathbf{s}_2 + \mathbf{b})$

$$\begin{bmatrix} A_1 \\ A_2 \end{bmatrix} \left[\begin{array}{c} \mathbf{s}_1 \\ \mathbf{s}_2 \end{array} \right] \approx_{\mathbf{e}} \begin{bmatrix} \mathbf{b} \end{bmatrix}$$

Time \approx Space $\approx (\underbrace{3^n}_{\text{search space}})^{1/2}$

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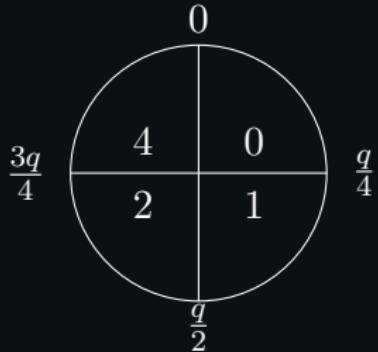
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$$\left[\begin{array}{c} \mathbf{s}_1 \\ A_1 \end{array} \right] \approx_{\mathbf{e}} \left[\begin{array}{c} \mathbf{s}_2 \\ A_2 \end{array} \right] + \left[\begin{array}{c} \mathbf{b} \\ \text{Hash :} \end{array} \right]$$



Prior art II. Representation technique

$$A\mathbf{s} + \mathbf{e} = \mathbf{b} \bmod q$$

$$\iff$$

$$A\mathbf{s}_1 \approx_{\mathbf{e}} A\mathbf{s}_2 + \mathbf{b} \bmod q$$

May'21: $A \in \mathbb{Z}_q^{n \times n}$, $\omega = |\{i : \mathbf{s}_i \neq 0\}|$ - weight of \mathbf{s} , #1's = #-1's

Idea: If we enumerate $\mathbf{s}_1, \mathbf{s}_2 \in \{\pm 1, 0\}^n$, we have

$$R = \underbrace{\binom{\omega/2}{\omega/4}}_{\# \text{reps. for '1's}} \cdot \underbrace{\binom{\omega/2}{\omega/4}}_{\# \text{reps. for '-1's}}$$

ways to represent $\mathbf{s} = \mathbf{s}_1 + \mathbf{s}_2$. We may search for 'special' $\mathbf{s}_1, \mathbf{s}_2$.

This is known as the representation technique³

³A. Becker, J-S. Coron, A. Joux. Improved generic algorithms for hard knapsacks.
Eurocrypt'11

Prior art II. May's idea

$$\begin{array}{c} \mathbf{s}_1 \\ \boxed{A} \\ \hline r \end{array} \left[\begin{array}{c} \mathbf{s}_2 \\ \boxed{A} \\ \hline \end{array} \right] \approx_{\mathbf{e}} = \begin{array}{c} \mathbf{s}_2 \\ \boxed{A} \\ \hline \end{array} \left[\begin{array}{c} \mathbf{b} \\ \hline \end{array} \right] + \begin{array}{c} \mathbf{e}_r \\ \hline \end{array}$$

- Guess $r = \log_q R$ coordinates of \mathbf{e} , call it \mathbf{e}_r .
- $L_1 = \{\mathbf{s}_1 \in \{\pm 1, 0\}^n, \text{Hash}(A\mathbf{s}_1)\}$
- $L_2 = \{\mathbf{s}_2 \in \{\pm 1, 0\}^n, \text{Hash}(-A\mathbf{s}_2 + \mathbf{b})\}$
- Output $\mathbf{s}_1, \mathbf{s}_2$ s.t.
 - $\text{Hash}(A\mathbf{s}_1) = \text{Hash}(-A\mathbf{s}_2 + \mathbf{b})$ on $n - r$ coordinates
 - $A\mathbf{s}_1 = -A\mathbf{s}_2 + \mathbf{b} + \mathbf{e}_r$ on r coordinates

L_1 resp. L_2 are constructed in the meet-in-the-middle way by splitting \mathbf{s}_1 resp. \mathbf{s}_2 and using the equality condition on r .

$$\text{Time} \approx \text{Space} \approx (\underbrace{3^n}_{\text{search space}})^{1/4} \cdot \underbrace{3^r}_{\# \text{ guesses}}$$

Prior art II. May's idea

$$\begin{array}{c} \mathbf{s}_1 \\ \boxed{A} \\ \hline r \end{array} \stackrel{\approx_{\mathbf{e}}}{=} \begin{array}{c} \mathbf{s}_2 \\ \boxed{A} \\ \hline \end{array} + \begin{array}{c} \mathbf{b} \\ \hline \end{array} + \begin{array}{c} \mathbf{e}_r \\ \hline \end{array}$$

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L_1 resp. L_2 are constructed in the meet-in-the-middle way by splitting \mathbf{s}_1 resp. \mathbf{s}_2 and using the equality condition on r .

Time \approx Space $\approx (\underbrace{3^n}_{\text{search space}})^{1/4} \cdot \cancel{\frac{3^r}{\# \text{guesses}}} \leftarrow$ This work.

Our results

1. We improve May'21 combinatorial attack on ternary LWE achieving
$$\text{Time} \approx \text{Space} \approx (3^n)^{1/4}$$
2. We do so by combining the near neighbour search for ℓ_∞ with the representation technique
3. We present another approach that represents not only **s** but also **e** (see paper)
4. Runtime $(3^n)^{1/4}$ does not improve the asymptotics for interesting LWE parameters ($3^{\log_q R} = 2^{\mathcal{O}(n/\log n)}$) but makes a difference for exact bit complexities

Near Neighbour search in ℓ_∞

Close Pair problem in ℓ_∞ : Given two equal-sized lists L_1, L_2 of iid. uniform random vectors in \mathbb{Z}_q^n find almost all pairs $(\mathbf{x}_1, \mathbf{x}_2) \in L_1 \times L_2$, s.t.

$$|\mathbf{x}_1 - \mathbf{x}_2|_\infty = 1$$

Using Odlyzko's locality-sensitive hash function with parameter B

$$\begin{aligned} \text{Hash}_{\mathbf{u}} : \mathbb{Z}_q^n &\rightarrow [0, \dots, \left\lceil \frac{q}{B} \right\rceil - 1]^n \\ \mathbf{x} &\mapsto \left\lfloor \frac{x_i + u_i}{B} \right\rfloor_i \end{aligned}$$

we can solve the close pair problem in

$$\text{Time}_{\text{LSH}} = |L_1|^2 \left(\frac{B^2}{(B-1)q} \right)^n \quad \text{Space}_{\text{LSH}} = |L_1|^2 \left(\frac{3}{q} \right)^n$$

The algorithm

$$|A\mathbf{s}_1|_{\infty}:$$

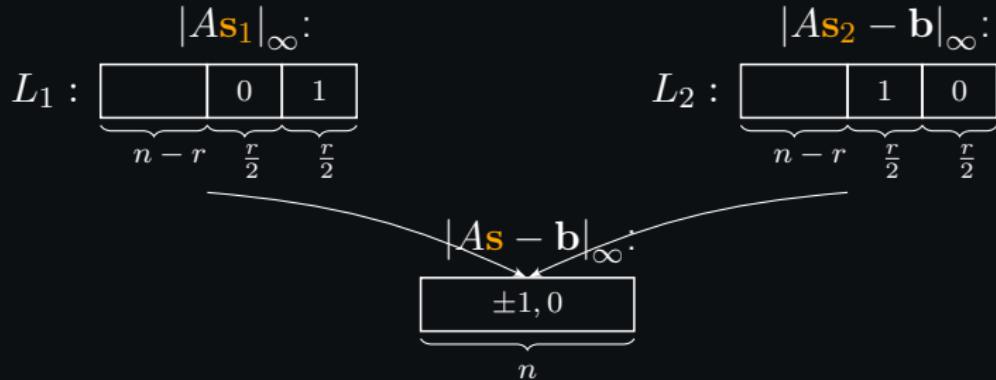
$$L_1 : \begin{array}{|c|c|c|}\hline & 0 & 1 \\ \hline \underbrace{\quad}_{n-r} & \underbrace{\frac{r}{2}} & \underbrace{\frac{r}{2}} \\ \hline \end{array}$$

$$|A\mathbf{s}_2 - \mathbf{b}|_{\infty}:$$

$$L_2 : \begin{array}{|c|c|c|}\hline & 1 & 0 \\ \hline \underbrace{\quad}_{n-r} & \underbrace{\frac{r}{2}} & \underbrace{\frac{r}{2}} \\ \hline \end{array}$$

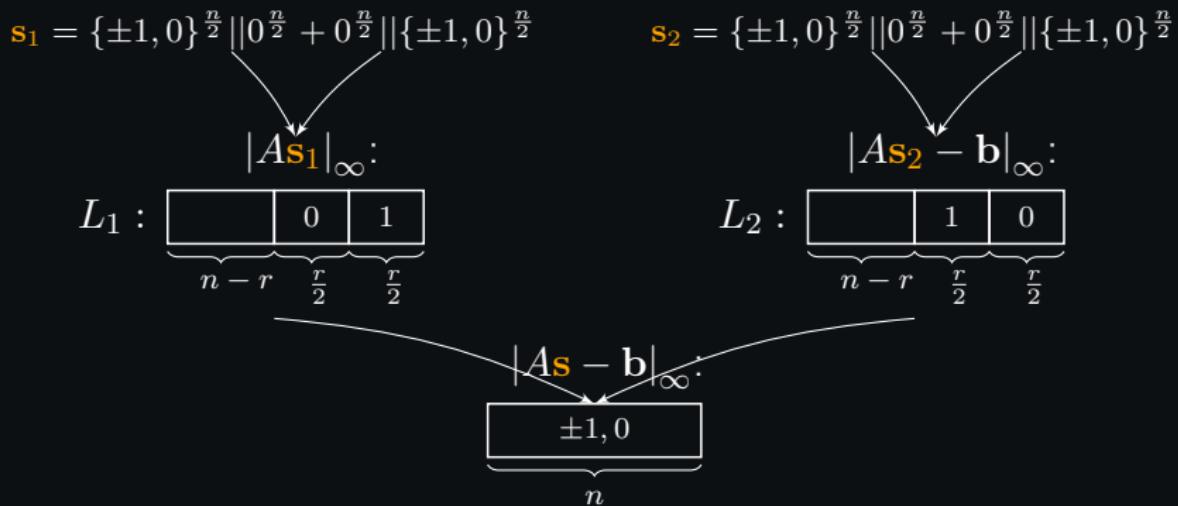
- Construct $L_1 = \{\mathbf{s}_1 \in \{\pm 1, 0\}^n : |A\mathbf{s}_1|_{\infty} \text{ has the "right pattern"}\}$
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The algorithm



- Construct $L_1 = \{\mathbf{s}_1 \in \{\pm 1, 0\}^n : |A\mathbf{s}_1|_\infty \text{ has the "right pattern"}\}$
 $L_2 = \{\mathbf{s}_2 \in \{\pm 1, 0\}^n : |A\mathbf{s}_2|_\infty \text{ has the "right pattern"}\}$
- Apply Near Neighbour search on $n - r$ first coordinates

The algorithm



- Use Near Neighbour search + Exact match to construct L_1, L_2 with the “right pattern”
- Construct $L_1 = \{\mathbf{s}_1 \in \{\pm 1, 0\}^n : |\mathbf{A}\mathbf{s}_1|_{\infty} \text{ has the ‘right pattern’}\}$
 $L_2 = \{\mathbf{s}_2 \in \{\pm 1, 0\}^n : |\mathbf{A}\mathbf{s}_2|_{\infty} \text{ has the ‘right pattern’}\}$
- Apply Near Neighbour search on $n - r$ first coordinates

Concrete results: bit securities

(n, q, ω)	New algorithm	Lattices ⁴
NTRU Enc (NIST 3rd round candidate)		
(509, 2048, 254)	220	124
(677, 2048, 254)	256	167
(821, 4096, 510)	408	197
NTRU Prime (NIST 3rd round alternative)		
(653, 4621, 288)	262	148
(761, 4591, 286)	294	174
(857, 5167, 322)	337	196
NTRU IEEE-2008		
(659, 2048, 76)	147	151
(761, 2048, 84)	159	176
(1087, 2048, 126)	236	260
(1499, 2048, 158)	311	358

⁴D. Dachman-Soled, L. Ducas, H. Gong, M. Rossi. LWE with side information: Attacks and concrete security estimation. Crypto'20

Conclusion

- Combinatorial attacks on ternary LWE profit from sparse secrete. So avoid really sparse secrets in LWE/NTRU.
- Open question: is it possible to combine this combinatorial attack with lattice basis reduction (a.k.a. hybrid attack)?

<https://eprint.iacr.org/2021/1255>

Thank you!