

Complementing LLL Lattice Reduction Algorithm with BIROT to find Shortest Vectors in NTRU Cryptosystem

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The NTRUEncrypt

- A form of **Public Key Cryptography** (Figure 1):
 - Key generator**: outputs a public key and a private key with either security parameters (N, p, q, d)
 - Encryption** algorithm: takes a public key and a message and output a ciphertext
 - Decryption** algorithm: takes a private key and a ciphertext, and either output the same message (if successful)
- First cryptographic construction using **Quotients of Polynomial Rings** which is most usefully interpreted in terms of **algebraically structured lattices**
- Integer N and two moduli p and q gives **convolution polynomial rings**:

$$R = \frac{\mathbb{Z}[x]}{(x^N - 1)}, \quad R_p = \frac{(\mathbb{Z}/p\mathbb{Z})[x]}{(x^N - 1)}, \quad R_q = \frac{(\mathbb{Z}/q\mathbb{Z})[x]}{(x^N - 1)},$$

- A polynomial $a(x) \in R$ can be naturally mapped to R_p and R_q by reducing its coefficients modulo p or q . In other directions, we use center-lifts to move elements from R_p or R_q to R .
- Polynomials in $T(d_1, d_2)$ are called **ternary polynomials**:
$$T(d_1, d_2) = \left\{ a(x) \in R : \begin{array}{l} a(x) \text{ has } d_1 \text{ coefficients equal to } 1, \\ a(x) \text{ has } d_2 \text{ coefficients equal to } -1, \\ a(x) \text{ has all other coefficients equal to } 0 \end{array} \right\}$$

SVPs and NTRU Lattices

- Basic Lattices Definitions (Figure 2):
 - The **Lattice L** generated by n **linearly independent vectors** $v_1, \dots, v_n \in \mathbb{R}^m$ is the set of linear combinations of these vectors with integer coefficients:
$$L = \{a_1 v_1 + a_2 v_2 + \dots + a_n v_n : a_1, a_2, \dots, a_n \in \mathbb{Z}\}.$$
 - Integral lattice** is one whose vectors have integer coordinates
 - The **basis** for L is not **unique** and basis whose vectors are more **orthogonal** will have a **Hadamard ratio** closer to 1:
$$0 < \mathcal{H}(B) = \left(\frac{\det L}{\|v_1\| \|v_2\| \dots \|v_n\|} \right)^{1/n} \leq 1$$

- Shortest Vector Problem (SVP):
 - Find a shortest nonzero vector in a lattice L (min L2 norm)
 - The **Gaussian expected shortest length** for L of dimension n :

$$\|v_{\text{shortest}}\| \approx \sigma(L) = \sqrt{\frac{n}{2\pi e}} (\det L)^{1/n}$$

- Becomes more computationally expensive as the dimension of lattice grows: **NP-hard**
- The shortest vector in a basis with $\mathcal{H}(B) \approx 1$ (a "good" basis) will be the solution for SVP.

- The NTRU Lattice:
 - Reformat public key $h(x) = h_0 + h_1x + \dots + h_{N-1}x^{N-1}$ into a **2N-dimensional lattice** spanned by the rows of

$$M_h^{\text{NTRU}} = \begin{pmatrix} 1 & 0 & \dots & 0 & h_0 & h_1 & \dots & h_{N-1} \\ 0 & 1 & \dots & 0 & h_{N-1} & h_0 & \dots & h_{N-2} \\ \vdots & \vdots & \ddots & \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \dots & 1 & h_1 & h_2 & \dots & h_0 \\ 0 & 0 & \dots & 0 & q & 0 & \dots & 0 \\ 0 & 0 & \dots & 0 & 0 & q & \dots & 0 \\ \vdots & \vdots & \ddots & \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \dots & 0 & 0 & 0 & \dots & q \end{pmatrix}$$

- We have $f(x) * h(x) \equiv g(x) \pmod{q}$ so we can find $u(x) \in R$ such that $f(x) * h(x) = g(x) + qu(x)$ then the **private key vector** (f, g) will be inside the lattice as it can be written as a linear combination of the rows of M_h^{NTRU} :
$$(f, -u) M_h^{\text{NTRU}} = (f, g)$$
- (f, g) will be one of the shortest vectors in the lattice.

LLL Lattice Reduction algorithm

- Turning any random ("bad") basis into a "better" basis:
 - Algorithm summarized in Figure 4.
 - Vectors as short as possible: start with shortest vector, then small length increment until the last vector in the basis.
 - Basis vectors have **Hadamard ratio** close to 1 (**orthogonal**).
- Taking a **Gram-Schmidt orthogonal basis** $B^* = \{v_1^*, v_2^*, \dots, v_n^*\}$ as reference, the basis $B = \{v_1, v_2, \dots, v_n\}$ of lattice L is said to be **LLL-reduced** if it satisfies:

- Size Condition** $\frac{\|v_i^*\|}{\|v_j^*\|} \leq \frac{1}{2}$ for all $1 \leq j < i \leq n$.
- Lovasz Condition** $\|v_i^*\|^2 \geq \left(\frac{3}{4} - \mu_{i,i-1}^2 \right) \|v_{i-1}^*\|^2$ for all $1 < i \leq n$.

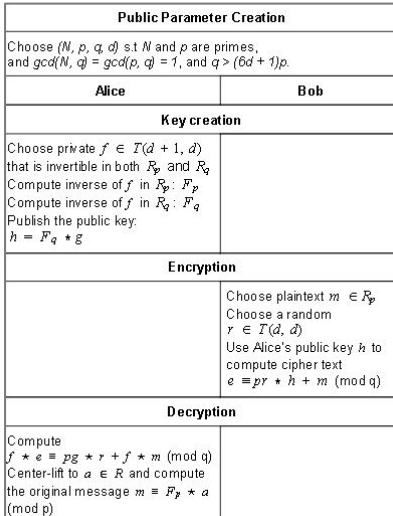


Figure 1: NTRU Public Key Cryptosystem summary

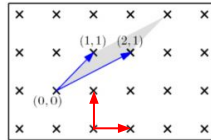


Figure 2: Integral Lattice (by Oded Regev)

Lattice - Based Cryptography

> Conjectured security against quantum attack

> Algorithmic simplicity, efficiency and parallelism

> Strong security guarantees from worst-case hardness

> Constructions of versatile and powerful cryptographic objects

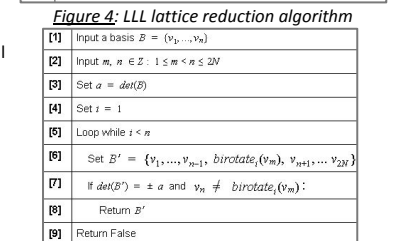
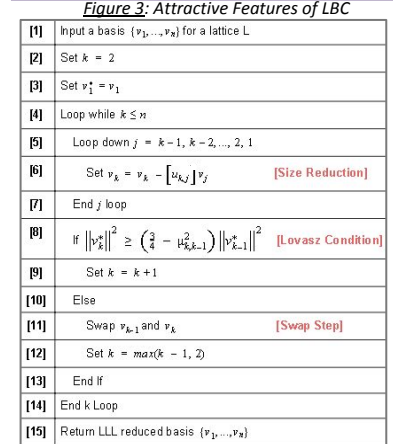


Figure 5: BIROTATION algorithm

BIROT and GAME algorithm

- BIROTATION** algorithm (Figure 5):
 - based on the **cyclic automorphisms** of the NTRU lattice
 - let $v = (v_1, v_2, \dots, v_{2N})$ then v **birotated** by k position, $birotate_k(v) = (v_{1+k \bmod N}, v_{2+k \bmod N}, \dots, v_{N+(1+k \bmod N)}, \dots, v_{N+(N+k \bmod N)})$
 - Thesis**: For NTRU lattice L , $v \in L$ i.f $birotate_k(v) \in L$
 - replacing **basis vector** v_n with $birotate_k(v_n)$ returns a sublattice L'
 - \Rightarrow a **new basis** for L is created if the basis vectors of L' are **linearly independent** and they form the same span: $|\det(L')| = |\det(L)|$
 - We have **BIROT reduced basis** (a hit) if $\|v_m\| \leq \|v_n\|$, $v_n := birotate_k(v_n)$ and $|\det(L')| = |\det(L)|$
- GAME** algorithm (combining **LLL** and **BIROT**)
 - LLL** alone produces the same output when applied once or multiple consecutive times with same parameter
 - \Rightarrow change **LLL's** output lattice with **BIROT** so running **LLL** again will result in further reduction
 - a **round** of GAME starts with **LLL** followed by trying **BIROT** until there is a hit (n loop down in step 10) as seen in Figure 6:

[1] Input a basis $B = (v_1, \dots, v_{2N})$	[9] Set $m = 1$
[2] Input $r = \max$ rounds of BIROT	[10] Loop down $n = 2N, \dots, m+1$:
[3] Loop for i from 1 to r :	[11] Set $L2 = \text{BIROT}(L, m, n)$ [BIROT]
[4] Set $L = \text{LLL}(L)$ [LLL]	[12] If $L2$ is not False: # a hit
[5] Sort L by $L2$ norm	[13] Set $L = L2$
[6] If $birotate_k(v_1) = v_1$:	[14] Break loop n
[7] Set $m = 2$	[15] If $L = \text{const}$: # no hit
[8] Else:	[16] Break loop i

Figure 6: GAME algorithm

Experimentations and Results

- For all experiments (Figure 7-9), we used:
 - Independent variables**: N as safe primes (11, 23, 47)
 - Constants**: max rounds of GAME: 10; number of trials: 20
- Figure 7: ($N = 11$) Both **LLL** and **GAME** (all 10 hits) performed well. **GAME** improved Hadamard ratio up to 9.25%. With the best basis, the shortest vector is 85.7% the length of (f, g) .
- Figure 8: ($N = 23$) **GAME** (all 10 hits) shows significant improvements of 34.12% compared to **LLL**. With the best basis, the shortest vector is 81.1% the length of (f, g) .
- Figure 9: ($N = 47$) Both **LLL** and **GAME** (only 1 hit) can no longer produce a "better" basis. **GAME** performs 1.36% better than **LLL**. With the returned basis, the shortest vector is 1700% the length of (f, g) .

- Conclusion**:
 - In most cases, BIROT can complement LLL to improve the Hadamard ratio of NTRU bases.
 - For small $N (< 47)$, BIROT significantly improves the Hadamard ratio of NTRU bases, increasing the chances of breaking NTRU
 - For large $N (> 47)$, LLL worsens the Hadamard ratio of NTRU bases more than the improvement made by BIROT, thus BIROT cannot complement LLL to break NTRU for large N .

Acknowledgement

This project is our experimentations with the ideas presented in:
1. D. Söcek (2002). *Deterministic and Non-deterministic basis reduction techniques for NTRU lattices* (Master's thesis, Florida Atlantic University).
2. J. Hoffstein, J. Pipher, J. Silverman (2014). *An Introduction to Mathematical Cryptography* (Second Edition)