

# THE MATHEMATICS OF LATTICE-BASED CRYPTOGRAPHY

## 3. Learning With Errors (LWE) Problem

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# Outline

1. LWE definition
2. LWE parameters
3. Decisional LWE
4. Short-secret LWE (ss-LWE)
5. Application: Lindner-Peikert public-key encryption scheme

# LWE definition

- ♦ **Notation:**

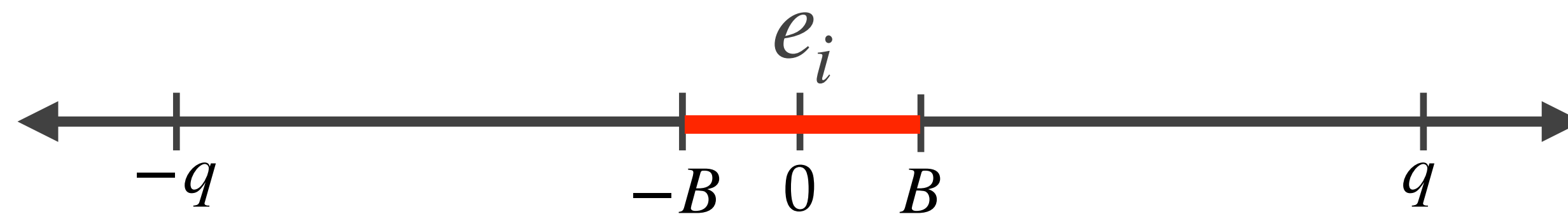
- ♦  $\mathbb{Z}_q = \{0, 1, 2, \dots, q - 1\}$ .
- ♦  $x \in_R S$  means that  $x$  is selected uniformly (and independently) at random from  $S$ .
- ♦ All vectors are column vectors.

- ♦ LWE was introduced by Regev in 2005.

- ♦ **Definition.** *Learning With Errors problem:*  $\text{LWE}(m, n, q, B)$

Let  $s \in_R \mathbb{Z}_q^n$  and  $e \in_R [-B, B]^m$  where  $B \ll q/2$ .

Given  $A \in_R \mathbb{Z}_q^{m \times n}$  and  $b = As + e \pmod{q} \in \mathbb{Z}_q^m$ , find  $s$ .



# LWE example

- ♦ Let  $m = 5$ ,  $n = 3$ ,  $q = 31$ , and  $B = 2$ .

- ♦ **LWE instance:**

$$A = \begin{bmatrix} 11 & 3 & 27 \\ 12 & 21 & 7 \\ 6 & 23 & 30 \\ 5 & 6 & 2 \\ 21 & 0 & 14 \end{bmatrix}, \quad b = \begin{bmatrix} 25 \\ 25 \\ 12 \\ 29 \\ 17 \end{bmatrix}.$$

- ♦ **LWE challenge:** We need to find  $s \in \mathbb{Z}_{31}^3$  and  $e \in [-2, 2]^5$  with  $As + e = b \pmod{31}$ .

- ♦ In fact, there are *three* LWE solutions:  
 $s = (2, 11, 7)^T$ ,  $e = (-2, 0, 2, 1, 1)^T$ ,  
 $s = (27, 13, 16)^T$ ,  $e = (1, -2, 1, 1, 1)^T$ ,  
 $s = (30, 9, 5)^T$ ,  $e = (-2, -1, 2, 1, -1)^T$ .
- ♦ In general, one cannot guarantee that there is a unique LWE solution.
- ♦ So, the LWE parameters must be carefully selected so that the probability that an LWE instance has more than one solution is negligibly small.

# LWE parameter $B$

1. If  $B = 0$  (so  $e = 0$ ), then  $As = b \pmod{q}$  can be solved efficiently.

2. If  $B = (q - 1)/2$ , then finding  $s$  is information-theoretically impossible.

So, we'll henceforth assume that  $B < q/4$ .

3. (Arora-Ge) If  $B$  is asymptotically smaller than  $\sqrt{n}$ , then LWE can be solved in subexponential time for sufficiently large  $m \gg n$ .

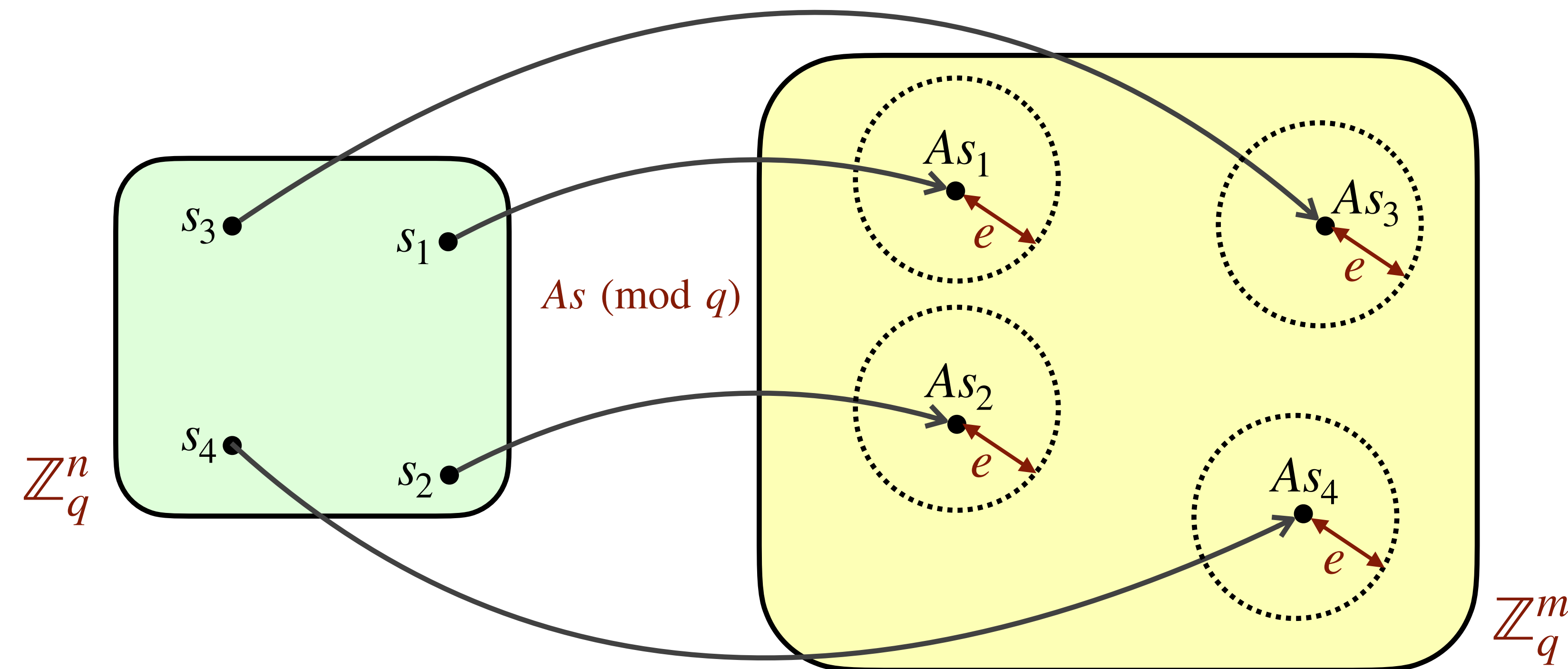
**LWE:** Let  $s \in_R \mathbb{Z}_q^n$  and  $e \in_R [-B, B]^m$  where  $B \ll q/2$ . Given  $A \in_R \mathbb{Z}_q^{m \times n}$  and  $b = As + e \pmod{q} \in \mathbb{Z}_q^m$ , find  $s$ .

The diagram shows the equation  $As + e = b \pmod{q}$  using colored rectangles to represent matrices and vectors. Matrix  $A$  is a yellow rectangle labeled  $m \times n$ . Vector  $s$  is a green rectangle labeled  $n \times 1$ . Vector  $e$  is a green rectangle labeled  $m \times 1$ . Vector  $b$  is a yellow rectangle labeled  $m \times 1$ . The operations are indicated by a plus sign between  $s$  and  $e$ , and a minus sign between  $e$  and  $b$ .

# LWE parameters $m$ and $n$

- ♦ If  $m \gg n$ , then one expects that there is a unique LWE solution  $(s, e)$ .
- ♦ Henceforth, we'll assume that  $m \gg n$ .

**LWE:** Let  $s \in_R \mathbb{Z}_q^n$  and  $e \in_R [-B, B]^m$  where  $B \ll q/2$ . Given  $A \in_R \mathbb{Z}_q^{m \times n}$  and  $b = As + e \pmod{q} \in \mathbb{Z}_q^m$ , find  $s$ .



$$\begin{array}{c}
 \boxed{A} \\
 m \times n
 \end{array}
 +
 \begin{array}{c}
 \boxed{s} \\
 n \times 1
 \end{array}
 =
 \begin{array}{c}
 \boxed{b} \\
 m \times 1
 \end{array}
 \pmod{q}$$

Uniqueness of the LWE solution is only guaranteed if no two of the  $q^n$  spheres centred at the vectors  $As \pmod{q}$  overlap.



# Decisional LWE (DLWE)

**Definition.** *Decisional LWE problem:*  $\text{DLWE}(m, n, q, B)$

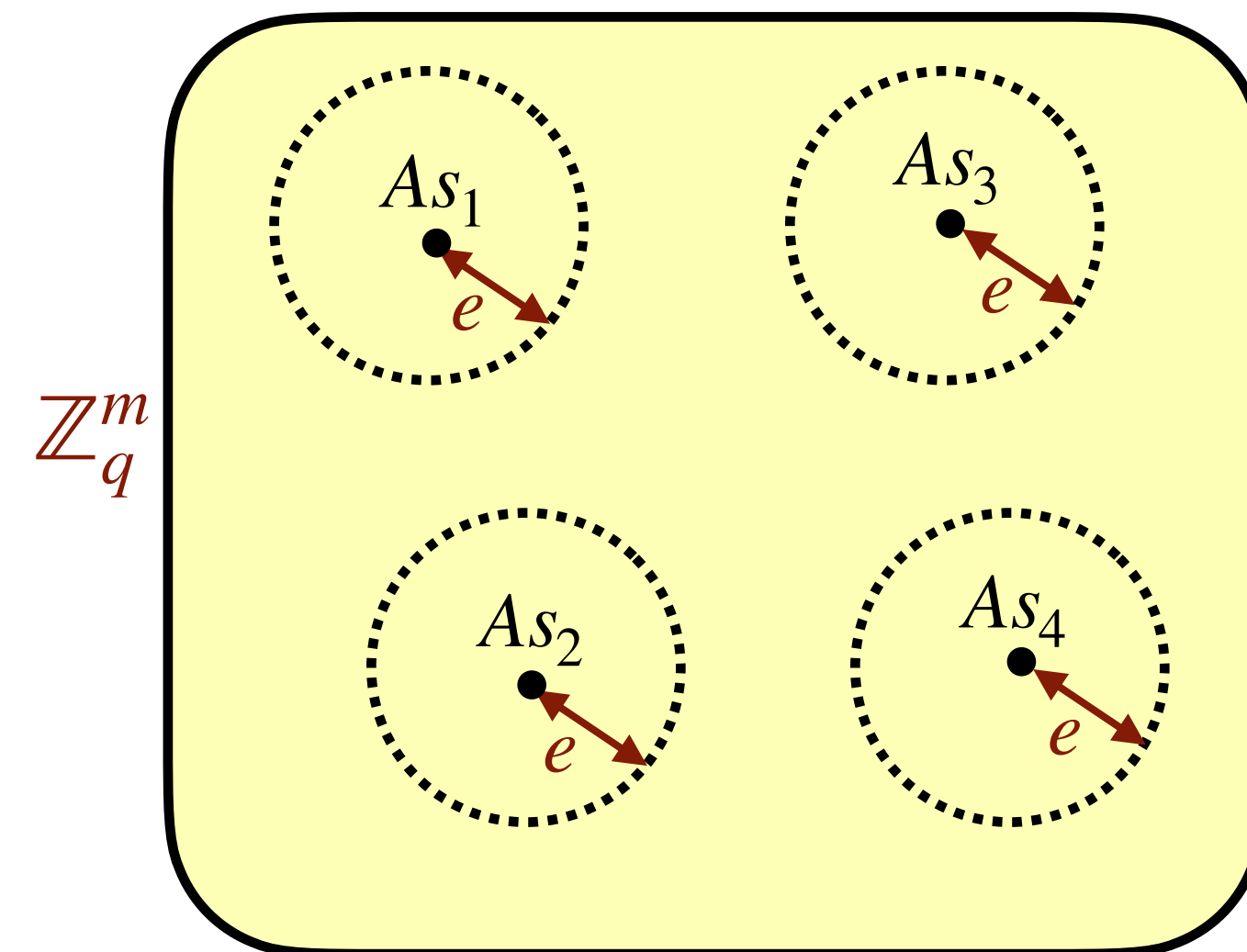
Let  $A \in_R \mathbb{Z}_q^{m \times n}$ ,  $s \in_R \mathbb{Z}_q^n$ ,  $e \in_R [-B, B]^m$  where  $B \ll q/2$ , and  $b = As + e$ .

Let  $r \in_R \mathbb{Z}_q^m$ .

Let  $c = b$  with probability  $1/2$ , and  $c = r$  with probability  $1/2$ .

Given  $(A, c)$ , the problem is to decide (with success probability significantly greater than  $1/2$ ) whether  $c = b$  or  $c = r$ .

$$\begin{array}{c} \boxed{A} \\ m \times n \end{array} \begin{array}{c} \boxed{s} \\ n \times 1 \end{array} + \begin{array}{c} \boxed{e} \\ m \times 1 \end{array} = \begin{array}{c} \boxed{b} \\ m \times 1 \end{array} \pmod{q}$$



# DLWE and LWE are equivalent (1)

♦ **Claim.** DLWE and LWE are equivalent.

♦ **Claim 1.**  $\text{DLWE} \leq \text{LWE}$ .

♦ **Proof.** Let  $(A, c)$  be a DLWE instance.

$$\begin{matrix} \boxed{A} & \boxed{s} & + & \boxed{e} & = & \boxed{c} & (\text{mod } q) \\ m \times n & n \times 1 & & m \times 1 & & m \times 1 \end{matrix}$$

Now, if  $c = b$ , then  $(A, c)$  is an LWE instance and so one expects that  $As + e = c \pmod{q}$  has a unique LWE solution  $(s, e)$  (with  $e \in [-B, B]^m$ ).

And, if  $c = r$ , then one expects that  $As + e = c$  does not have an LWE solution.

So, the LWE solver is run with input  $(A, c)$ . If a valid LWE solution is returned, then one concludes that  $c = b$ . If the LWE solver terminates without a valid LWE solution, or fails to terminate, then one concludes that  $c = r$ .  $\square$



# DLWE and LWE are equivalent (2)

♦ **Claim 2**  $\text{LWE} \leq \text{DLWE}$ .

♦ **Proof.** Let  $(A, b)$  be an LWE instance (where  $b = As + e$ ). We'll use a DLWE solver to test our guesses for the coordinates of  $s$ , one at a time, beginning with  $s_1$ .

Let  $d \in \mathbb{Z}_q$ . Here's how we test whether  $s_1 = d$ .

Select  $\Delta \in_R \mathbb{Z}_q^m$ . Let  $A'$  be the matrix obtained by adding  $\Delta$  to the first column of  $A$ , and let  $b' = b + d\Delta$ .

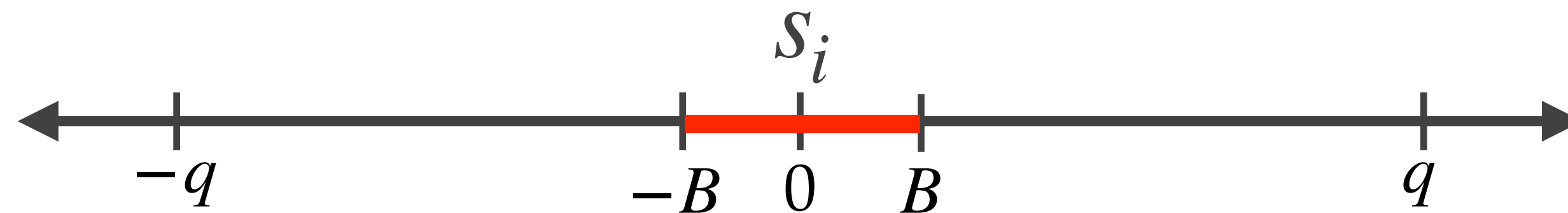
Now, if  $s_1 = d$ , then  $b' = A's + e$ , so  $(A', b')$  is a valid LWE instance.

On the other hand, if  $s_1 \neq d$ , then  $b' = A's + e + (d - s_1)\Delta$ . Since  $d - s_1$  is nonzero, and  $\Delta$  is uniformly random and independent of  $A'$ ,  $s$  and  $e$ , it follows that  $b'$  is uniformly random and independent of  $A'$ .

Thus, the DLWE solver with input  $(A', b')$  will inform us whether or not  $s_1 = d$ .  $\square$

# Short-Secret LWE (ss-LWE)

- ♦ **Definition.** *Short-secret LWE problem:*  $\text{ss-LWE}(m, n, q, B)$   
Let  $s \in_R [-B, B]^n$  and  $e \in_R [-B, B]^m$  where  $B \ll q/2$ .  
Given  $A \in_R \mathbb{Z}_q^{m \times n}$  and  $b = As + e \pmod{q} \in \mathbb{Z}_q^m$ , find  $s$ .



- ♦ **Claim.** LWE and ss-LWE are equivalent.  
More precisely,  $\text{ss-LWE}(m, n, q, B) \leq \text{LWE}(m, n, q, B)$   
and  $\text{LWE}(m, n, q, B) \leq \text{ss-LWE}(m - n, n, q, B)$ .
- ♦ **Exercise.** ss-LWE and ss-DLWE are equivalent.

# ss-LWE and LWE are equivalent (1)

- ♦ **Claim 1.**  $\text{ss-LWE}(m, n, q, B) \leq \text{LWE}(m, n, q, B)$ .
- ♦ **Proof.** Let  $(A, b)$  be an  $\text{ss-LWE}(m, n, q, B)$  instance, where  $b = As + e \pmod{q}$  and  $s \in_R [-B, B]^n$  and  $e \in_R [-B, B]^m$ .  
Select  $d \in_R \mathbb{Z}_q^n$  and let  $b' = b + Ad = (As + e) + Ad = A(s + d) + e$ .  
Then  $(A, b')$  is an  $\text{LWE}(m, n, q, B)$  instance.  
The solution  $(s', e)$  to this LWE instance, immediately gives the solution  $(s' - d, e)$  to the ss-LWE instance.  $\square$

# ss-LWE and LWE are equivalent (2)

♦ **Claim 2.**  $\text{LWE}(m, n, q, B) \leq \text{ss-LWE}(m - n, n, q, B)$ .

♦ **Proof.** Let  $(A, b)$  be an  $\text{LWE}(m, n, q, B)$  instance, so  $b = As + e$ .

Let  $A = \begin{bmatrix} A_1 \\ A_2 \end{bmatrix}$ ,  $b = \begin{bmatrix} b_1 \\ b_2 \end{bmatrix}$ , and  $e = \begin{bmatrix} e_1 \\ e_2 \end{bmatrix}$  where  $A_1, A_2, b_1, b_2, e_1, e_2$  have dimensions  $n \times n$ ,  $(m - n) \times n$ ,  $n \times 1$ ,  $(m - n) \times 1$ ,  $n \times 1$ , and  $(m - n) \times 1$ , respectively.

Let  $A' = -A_2A_1^{-1} \in \mathbb{Z}_q^{(m-n) \times n}$  and  $b' = A'b_1 + b_2 \in \mathbb{Z}_q^{m-n}$ .

Now,  $b' = A'b_1 + b_2 = (-A_2A_1^{-1})(A_1s + e_1) + (A_2s + e_2)$   
 $= -A_2s - A_2A_1^{-1}e_1 + A_2s + e_2 = A'e_1 + e_2$ .

Thus,  $(A', b')$  is an  $\text{ss-LWE}(m - n, n, q, B)$  instance.

A solution to the ss-LWE instance immediately gives a solution to the LWE instance.  $\square$

# PKE: Key generation

[Lindner-Peikert 2011]

**Key generation:** Alice does:

1. Select  $s \in_R [-B, B]^n$  and  $e \in_R [-B, B]^n$ .
2. Select  $A \in_R \mathbb{Z}_q^{n \times n}$ .
3. Compute  $b = As + e \pmod{q}$ .
4. Alice's **public key** is  $(A, b)$ ; her **private key** is  $s$ .

- ♦ Determining any information about  $s$  from  $(A, b)$  is an instance of **ss-DLWE** $(n, n, q, B)$ .



# PKE: Encryption and decryption

**Encryption:** To encrypt a message  $m \in \{0,1\}$  for Alice, Bob does:

1. Obtain an authentic copy of Alice's encryption key  $(A, b)$ .
2. Select  $r, z \in_R [-B, B]^n$  and  $z' \in_R [-B, B]$ .
3. Compute  $c_1 = A^T r + z$  and  $c_2 = b^T r + z' + m \lceil q/2 \rceil$ .
4. Output  $c = (c_1, c_2)$ .

**Note:**  $c \in \mathbb{Z}_q^n \times \mathbb{Z}_q$ .

**Decryption:** To decrypt  $c = (c_1, c_2)$ , Alice does:

1. Output  $m = \text{Round}_q(c_2 - s^T c_1)$ .

Note: Alice uses her private key  $s$ .

**Round<sub>q</sub>:** For  $x \in [0, q-1]$ , define

$$x \bmod q = \begin{cases} x & \text{if } x \leq (q-1)/2, \\ x - q & \text{if } x > (q-1)/2. \end{cases}$$

Then

$$\text{Round}_q(x) = \begin{cases} 0, & \text{if } -q/4 < x \bmod q < q/4, \\ 1, & \text{otherwise.} \end{cases}$$

# Toy example: PKE (1)

- ♦ **Domain parameters:**  $n = 3$ ,  $q = 229$ ,  $B = 2$ .
- ♦ **Key generation:** Alice selects:

$$A = \begin{bmatrix} 101 & 173 & 27 \\ 192 & 121 & 7 \\ 116 & 223 & 30 \end{bmatrix}, \quad s = \begin{bmatrix} 2 \\ -2 \\ 1 \end{bmatrix}, \quad e = \begin{bmatrix} 0 \\ -2 \\ 1 \end{bmatrix}, \quad \text{and computes}$$

$$b = As + e \pmod{229} = \begin{bmatrix} 112 \\ 147 \\ 17 \end{bmatrix}.$$

Alice's **encryption key** is  $(A, b)$ ; her **decryption key** is  $s$ .

# Toy example: PKE (2)

- ♦ **Encryption:** To encrypt the plaintext bit  $m = 1$ , Bob selects

$$r = \begin{bmatrix} 2 \\ -2 \\ -1 \end{bmatrix}, \quad z = \begin{bmatrix} 0 \\ 1 \\ -2 \end{bmatrix}, \quad z' = -2, \text{ and computes}$$

$$c_1 = A^T r + z \pmod{229} = \begin{bmatrix} 160 \\ 111 \\ 37 \end{bmatrix} \text{ and } c_2 = b^T r + z' + 115m \pmod{229} = 26.$$

The **ciphertext** is  $c = (c_1, c_2)$ .

- ♦ **Decryption:** To decrypt  $c = (c_1, c_2)$ , Alice uses her decryption key  $s$  to compute  $c_2 - s^T c_1 \pmod{229} = 120$ .

Now,  $120 \bmod 229 = -109$ , and  $\text{Round}_{229}(-109) = 1$ .

Thus, Alice recovers the plaintext  $m = 1$ .

# PKE: Decryption works

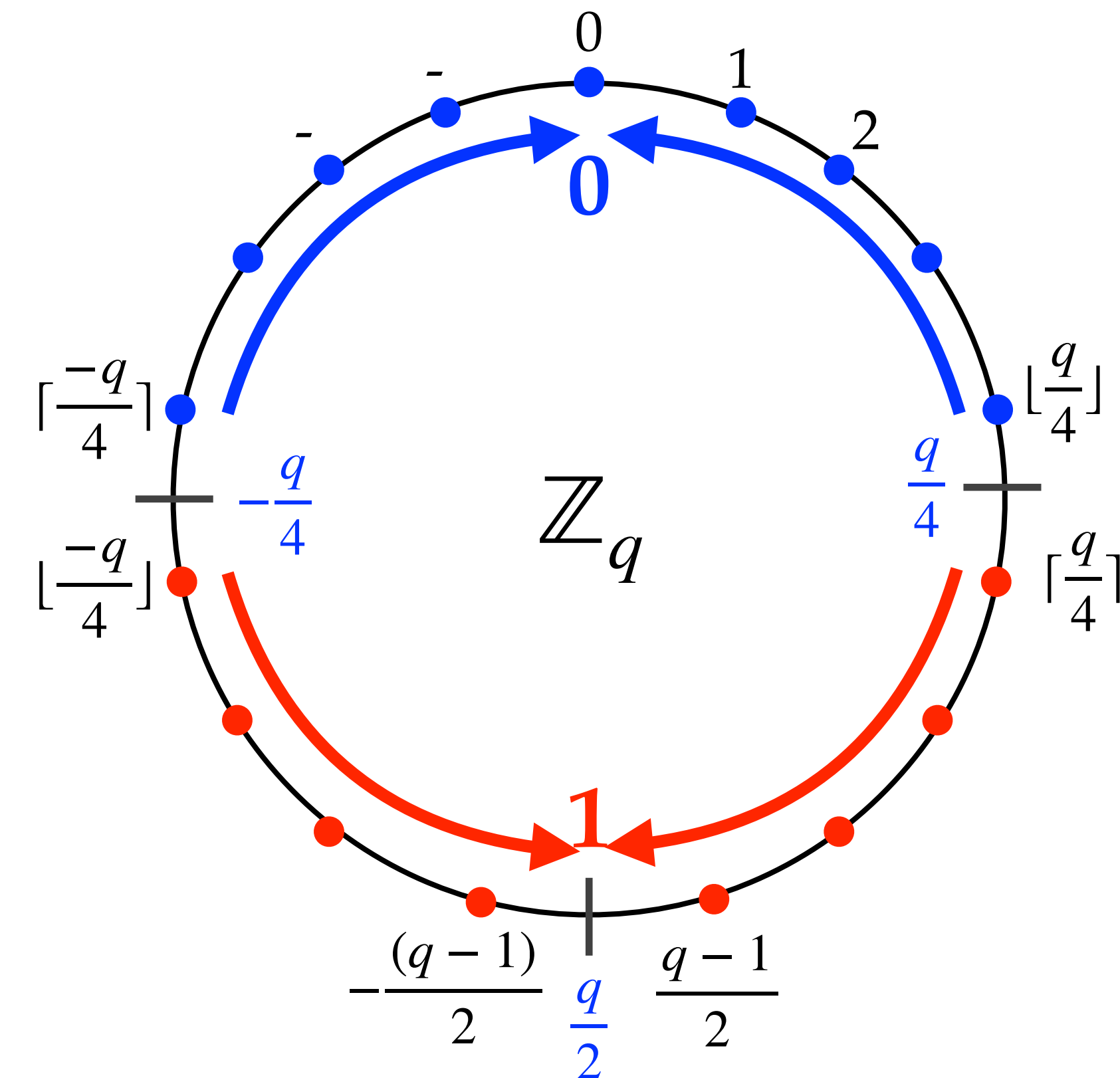
- ♦ **Question:** Does decryption work?  
i.e., does  $m = \text{Round}_q(c_2 - s^T c_1)$ ?
- ♦ We have  $c_2 - s^T c_1 = (b^T r + z' + m \lfloor q/2 \rfloor) - s^T (A^T r + z)$   

$$= (s^T A^T + e^T) r + z' + m \lfloor q/2 \rfloor - s^T (A^T r + z)$$

$$= e^T r - s^T z + z' + m \lfloor q/2 \rfloor .$$
- ♦ So, decryption works iff  
 $|e^T r - s^T z + z' \bmod q| < q/4.$
- ♦ Now, suppose that  $B \leq \sqrt{q/(4(2n+1))}$ .
- ♦ Then  $|e^T r - s^T z + z' \bmod q| \leq nB^2 + nB^2 + B \leq \frac{2nq}{4(2n+1)} + \sqrt{\frac{q}{4(2n+1)}}$   

$$= \frac{nq}{2(2n+1)} + \sqrt{\frac{q}{4(2n+1)}} < \frac{q}{4},$$

so decryption works.  $\square$



# PKE: Security



- ♦ **Claim:** The Lindner-Peikert PKE is indistinguishable against chosen-plaintext attack assuming that ss-DLWE is hard.

- ♦ **Proof:** The encryption operation can be written as: 
$$\begin{bmatrix} c_1 \\ c_2 \end{bmatrix} = \begin{bmatrix} A^T \\ b^T \end{bmatrix} r + \begin{bmatrix} z \\ z' \end{bmatrix} + \begin{bmatrix} 0 \\ \lceil \frac{q}{2} \rceil m \end{bmatrix}.$$

By the ss-DLWE assumption,  $\begin{bmatrix} A^T \\ b^T \end{bmatrix}$  is indistinguishable from random.

Again by the ss-DLWE assumption,  $\begin{bmatrix} A^T \\ b^T \end{bmatrix} r + \begin{bmatrix} z \\ z' \end{bmatrix} = \begin{bmatrix} A^T r + z \\ b^T r + z' \end{bmatrix}$  is indistinguishable from random.

Thus, from the adversary's perspective,  $c_2$  appears to be the sum of the random element  $b^T r + z' \in \mathbb{Z}_q$  and the plaintext  $\lceil \frac{q}{2} \rceil m$ , so the adversary can learn nothing about  $m$ .  $\square$