

Learning with Errors (LWE) - [Regev 2005]:

Parameters: n (security parameter)

$\alpha = \sqrt{\text{poly}(n)}$ noise parameter

$q \geq \text{poly}(n)$, sometimes even $q = \exp(n)$

* For any fixed $\vec{s} \in \mathbb{Z}_q^n$, denote the distribution

$$\text{LWE}_{\vec{s}} = \{(\vec{a}, b) \mid \vec{a} \in_R \mathbb{Z}_q^n, \theta \leftarrow \Phi_{\alpha q}, b = \langle \vec{a}, \vec{s} \rangle + e \bmod q\}$$

Where $\Phi_{\alpha q}$ is a distribution over \mathbb{R} with variance $\sim (\alpha q)^2$.

(We can think of it as continuous Gaussian with variance $(\alpha q)^2$ or the same rounded to nearest integer, for now it will be just an arbitrary distribution.)

* Search-LWE: S-LWE[n, q, α]: Given oracle access to $\text{LWE}_{\vec{s}}$ for a uniformly chosen $\vec{s} \in_R \mathbb{Z}_q^n$, recover \vec{s} (in $\text{poly}(n)$ time).

* Decision-LWE: D-LWE[n, q, α]: Given an oracle O , decide if $O = \text{LWE}_{\vec{s}}$ for a uniformly chosen $\vec{s} \in_R \mathbb{Z}_q^n$ or if $O = \text{Uniform in } \mathbb{Z}_q^{n+1}$

Thm 1: Given a distinguisher D for D-LWE with advantage $\epsilon > \frac{1}{\text{poly}(n)}$, can construct another distinguisher D' such that for every \vec{s} D' distinguishes between $\text{LWE}_{\vec{s}}$ and Uniform with advantage $1 - 2^{-n}$.

Proof:

We use random-self-reduction + amplification. Consider the following transformation, for some $\vec{r} \in \mathbb{Z}_q^n$ (\vec{r} fixed)

$$\Psi_{\vec{r}}(\vec{a}, b) = (\vec{a}, b + \langle \vec{a}, \vec{r} \rangle \bmod q)$$

Note: If $(\vec{a}, b) \in_R \text{Uniform}$ then $\Psi_{\vec{r}}(\vec{a}, b) \in_R \text{Uniform}$

If $(\vec{a}, b) \in_R \text{LWE}_{\vec{s}}$ then $\Psi_{\vec{r}}(\vec{a}, b) \in_R \text{LWE}_{\vec{s} + \vec{r}}$

The distinguisher D' (with access to oracle $\mathcal{O} = \text{LWE}_{\mathbb{Z}}^{\circ}$ or Uniform):

0. Using sampling, find threshold value τ such that

$$\Pr_{\vec{s}, \vec{s}'}[\mathcal{D}[\text{LWE}_{\mathbb{Z}}^{\circ}] = 1] > \tau + \frac{\epsilon}{4} \quad \text{and} \quad \Pr_{\vec{s}}[\mathcal{D}[\text{Uniform}] = 1] < \tau - \frac{\epsilon}{4}$$

1. Repeat $N = \text{poly}(n, \epsilon')$ times:

(i) choose a random $\vec{r}_i \in_R \mathbb{Z}_q^n$

(ii) Run the distinguisher D , for each \mathcal{O} -query of D sample

$(\vec{a}, b) \leftarrow \mathcal{O}$ from your own oracle and return $\Psi_{\vec{r}_i}(\vec{a}, b)$

(iii) Record the answer of D as a vote $v_i \in \{0, 1\}$

2. If more than $\tau \cdot N$ of the v_i 's are 1's output 1, else 0

Analysis:

Since \vec{r}_i 's are uniform in \mathbb{Z}_q^n then in every run the procedure D sees an oracle which is either Uniform (if \mathcal{O} is) or $\text{LWE}_{\mathbb{Z}}^{\circ}$ for independent random \vec{s}^i (if $\mathcal{O} = \text{LWE}_{\mathbb{Z}}^{\circ}$). Hence when $\mathcal{O} = \text{Uniform}$ the in each run it outputs 1 w.p. $\leq \tau - \frac{\epsilon}{4}$, and when $\mathcal{O} = \text{LWE}_{\mathbb{Z}}^{\circ}$ it outputs 1 w.p. $\geq \tau + \frac{\epsilon}{4}$ in each run. By Chernoff, after $\text{poly}(n, \epsilon')$ runs the average is closer to the right answer than $\frac{\epsilon}{4}$, except with probability $\exp(-n)$. \square

Thm 2: When $q = O(\text{poly}(n))$, given a distinguisher for $D\text{-LWE}[n, q, d]$ with advantage $1 - \text{negl}(n)$, can construct a solver for $S\text{-LWE}[n, q, d]$ with success $1 - \text{negl}(n)$, paying a factor nq in running time.

Proof idea:

Can check if $s_i = k$ for any $i \in \{1, \dots, n\}$, $k \in \mathbb{Z}$ using the transformation
 $\Psi_{r,i}(\vec{a}, b) = (\underbrace{\vec{a} + (0 \dots 0 \text{ or } 0 \dots 0)}_{r \text{ in } i\text{-th position}}, b + rk)$ (everything mod q)

When $(\vec{a}, b) \in \text{LWE}_{\mathbb{Z}}^{\circ}$ then the same holds for $\Psi_{r,i}(\vec{a}, b)$ if $s_i = k$
but if $s_i \neq k$ and r is random then $\Psi_{r,i}(\vec{a}, b) \in_R \text{Uniform}$. \otimes

Thm 3 [peikert 2009]: When $q = q_1 q_2 \dots q_\ell$ such that the q_i 's are distinct primes, for each $i \in \frac{1}{2} \cdot \sqrt{\log n} \leq q_i \leq B = \text{poly}(n)$, then given a distinguisher D for $D\text{-LWE}[n, \alpha, q]$ with advantage $1 - \text{negl}(n)$, can construct a solver S for $S\text{-LWE}[n, \alpha, q]$ with success prob. $1 - \text{negl}(n)$, paying a factor $\text{poly}(n, B, \log q)$ in running time.

Proof:

Note that we can factor q in time $\text{poly}(B, \log q)$. We begin by describing a subroutine $\text{Test}(i, j)$ that uses the distinguisher D to decide if $s_i = 0 \pmod{q_j}$.

$\text{Test}(i, j)$ has access to LWE_S oracle and the distinguisher D .

1. Run D , answering its O -queries as follows:

(i) Choose $r \in_R \mathbb{Z}_{q_j}$ and use your oracle to get $(\vec{Q}, b) \in_R \text{LWE}_S$

(ii) Set $\vec{a}' = \vec{a} + \underbrace{(0 \dots 0 \dots 0)}_{r \text{ in position } i} \cdot \frac{q_j}{q_i} \pmod{q}$, return (\vec{a}', b) to D

2. Output whatever D does

Analysis of $\text{Test}(i, j)$: Note that \vec{a}' is uniform in \mathbb{Z}_q^n .

* If $s_i = 0 \pmod{q_j}$ then $\langle \vec{a}', \vec{s} \rangle = \langle \vec{a}, \vec{s} \rangle \pmod{q}$, hence

$(\vec{a}', b) \in_R \text{LWE}_S$

* If $s_i \neq 0 \pmod{q_j}$ then conditioned on any fixed value of \vec{a}' we have:

$$b = \underbrace{\langle \vec{a}', \vec{s} \rangle}_{\text{fixed value}} - \underbrace{(s_i \cdot r) \cdot \frac{q_j}{q_i} + e}_{\text{"error" term}} \pmod{q}$$

Since q_j is prime and $r \in_R \mathbb{Z}_{q_j}$ then $s_i \cdot r$ is uniform in \mathbb{Z}_{q_j} , hence

$(s_i \cdot r) \frac{q_j}{q_i} + e$ is obtained by choosing at random a point x in the set $\{0, \frac{q_j}{q_i}, \frac{2q_j}{q_i}, \dots, \frac{(q_j-1)q_j}{q_i}\}$, then adding to it $e \in_R \mathbb{Q}_{\geq 0}$ to get $x+e \pmod{q}$.

Note that the condition $q_j \gg \frac{1}{2} \cdot \sqrt{\log n}$ means that the variance of e is much larger than $(\frac{q_j}{q_i})^2$, hence $(e \pmod{\frac{q_j}{q_i}})$ is nearly uniform

and so the error term is nearly uniform in \mathbb{Z}_q

\mathbb{Q} must be a smooth distribution

(4)

Now that we have a reliable $\text{Test}(j, i)$, we can use it to compute $(s_i \bmod q_j)$ for all $i \in \{1, 2, \dots, n\}$ and $j \in \{1, \dots, l\}$, and then recover \vec{s} using Chinese Remaindering. To compute $s_i \bmod q_j$ we use the subroutine $S(i, j)$ as follows:

$S(i, j)$ has access to LWE_S oracle and the procedure $\text{Test}(j, i)$

1. For $K=0$ to $q_j - 1$ do (check if $s_i = K \bmod q_j$)

(i) Run $\text{Test}(j, i)$, answering its LWE-oracle queries as follows:

(a) Use your oracle to get $(\vec{a}, b) \in_R \text{LWE}_S$

(b) Set $b' = b + \langle \vec{a}, (0, \dots, 0, -K, 0) \rangle \pmod{q}$, reply with (\vec{a}, b')

(ii) If $\text{Test}(j, i)$ says " $s_i = B \bmod q_j$ " output K and halt
else proceed to next value of K

Analysis of $S(i, j)$: The $\text{Test}(j, i)$ subroutine sees samples from $\text{LWE}_{S-\vec{t}}$, where $\vec{t} = (0, \dots, 0, K, 0)$ ◻

Hardness of LWE: The main reduction is from [Regev 2005]: Given LWE-Solver and oracle for sampling random short points in Λ^* , can solve Bounded Distance Decoding (BDD) in Λ . The reduction relies on some properties of the error distribution of LWE.

- * The LWE error distribution Φ_{2q} is a projection of a spherical distribution D_{2q} (in n -dimensions) onto the first coordinate.
- * D_{2q} is "smooth" in the following sense: or coset of lattice
 - Let Λ be an arbitrary lattice with $\lambda_n(\Lambda) \ll 2q$
 - Denote by $\tilde{D}_{\Lambda, r}$ the discrete version of D_r , i.e. D_r conditioned on Λ .
 - Then if we choose $\vec{x} \in \tilde{D}_{\Lambda, r}$ and $\vec{y} \in D_s$, such that $r^2 + s^2 = (2q)^2$ the induced distribution on $\vec{x} + \vec{y}$ is close to Φ_{2q} .
 - Also, $D_{2q} \bmod B$ is nearly uniform for any basis B
- * The n -dimensional Gaussian has this property, where " $\lambda_n \ll 2q$ " means $\lambda_n \cdot w(\sqrt{\log n}) < 2q$. In this case Φ_{2q} is just the (1 -dim) continuous Gaussian with variance $2q$.
- * The uniform distribution over a sphere of radius $\sqrt{n} \cdot 2q$ also has this property, for worse parameters ($\lambda_n \cdot \text{super-poly}(n) < 2q$).

Lemma 1: Let n, α, q be parameters as before. There is an efficient algorithm that given as input a basis B for n -dimensional lattice $\Lambda = \Lambda(B)$, another parameter $r \gg 4/\lambda_n(\Lambda)$, a point $\vec{x} \in \mathbb{R}^n$ s.t. $\text{dist}(\vec{x}, \Lambda) \leq \frac{2q}{\sqrt{n}r}$, and access to two oracles:

- A "global" solver for $\text{LWE}[n, \alpha, q]$ (independent of Λ)
- A "lattice specific" oracle that samples from $\tilde{D}_{\Lambda^*, r}$

 Outputs the (unique) $\vec{t} \in \Lambda$ closest to \vec{x} with probability $1 - \text{negl}(n)$.

We will sketch the proof later.

* The oracle for sampling from $\tilde{D}_{N,r}$ can be implemented, e.g., using a procedure from [Gentry-Peikert-Vaikuntanathan-2008]

Theorem 4 [GPV 2008]: Given a basis B for a lattice $\Lambda = \Lambda(B)$, we can efficiently sample from the discrete Gaussian distribution $D_{N,r}$ (upto $\text{negl}(n)$ statistical distance) for any parameter $r \gg \max_i \|b_i\|$.

* For Gaussians, it is enough to have $r \geq \max_i \|b_i\| \cdot \omega(\sqrt{\log n})$. For Uniform in a sphere we can get the same result but worse parameters.

* Using LLL we can always find a basis B^* for Λ^* such that

$\max_i \|b_i^*\| \leq 2^{n/2} \cdot \lambda_1(\Lambda^*) \leq 2^{n/2} \cdot n / \lambda_1(\Lambda)$, so we can use the GPV sampler to implement the oracle for $\tilde{D}_{N,r}$ whenever $r \geq 2^n / \lambda_1(\Lambda)$.

Thm 5 [Peikert 2008]: Let $\alpha = 1/\text{poly}(n)$, $\gamma = n/\alpha$, $q = \exp(n)$. Then given access to a solver S' for $LWE[n, \alpha, q]$ and a basis B for an arbitrary lattice $\Lambda = \Lambda(B)$ (in n dimensions), we can approximate $\lambda_1(\Lambda)$ to within a factor of γ .

* Important comment: The procedure approximates the number $\lambda_1(\Lambda)$, it does not find a vector in Λ of that length.

Proof: First use LLL to get a $2^{n/2}$ -approximation for $\lambda_1(\Lambda)$, namely a ~~number~~ number b_0 s.t. $\lambda_1 \leq b_0 < 2^{n/2} \lambda_1$. Then define $b_i = b_0 / \gamma^i$. We next describe a procedure that distinguishes the cases $\lambda_1 < b_{i+1}$ from $\lambda_1 \geq b_i$. Run this procedure with $i=0, 1, 2, \dots$, let i^* be the first index for which the procedure says " $\lambda_1 > b_{i^*}$ ", output b_{i^*} . Clearly if $\lambda_1 \in [b_{i+1}, b_i]$ then this procedure will output either b_{i+1} or b_i .

* A procedure for distinguishing $\lambda_1 < d$ from $\lambda_1 > d \cdot \gamma$:

Distinguish(B, d): Using a solver for LWE[n, d, q]

1. For $i=1$ to $N = \text{poly}(n)$ do

(i) Set $d' = d \cdot \sqrt{n}/2$, choose $\vec{w} \in_R \text{Sphere}(\text{radius } d') \subseteq \mathbb{R}^n$

(ii) Set $\vec{x} = \vec{w} \bmod B$

(iii) Run the algorithm from Lemma 1 on input basis B , parameter $r = \frac{q \cdot \sqrt{2n}}{d \cdot \gamma}$, point \vec{x} , and the two oracles:

- LWE solver, the one that you have access to
- The GPV sampler, using LLL-reduced basis for B^*

(iv) Let \vec{v} be the point that the algorithm returns

Set $\text{vote}_i = " \lambda_1 \geq d \cdot \gamma "$ if $\vec{x} - \vec{v} = \pm \vec{w}$, else $\text{vote}_i = " \lambda_1 < d "$

2. If all votes say " $\lambda_1 \geq d \cdot \gamma$ " then output " $\lambda_1 \geq d \cdot \gamma$ ", else " $\lambda_1 < d$ ".

Analysis: We show that (a) when $\lambda_1 \geq d \cdot \gamma$ then all the conditions of Lemma 1 are satisfied and $\vec{x} \pm \vec{w}$ is the closest lattice point to \vec{x} , so the reduction will always return $\vec{x} \pm \vec{w}$; and (b) when $\lambda_1 < d$ then the view of the algorithm from Lemma 1 does not determine a unique \vec{w} , so with non-negligible probability it returns a different point \vec{v} .

Case (a): $\lambda_1 \geq d \cdot \gamma$:

Recall that $\text{dist}(\vec{x}, \Lambda) < d\sqrt{n}/2 = d \cdot \frac{d \cdot \gamma \cdot q}{\sqrt{n} \cdot q \cdot \sqrt{2n}} = \frac{d \gamma}{\sqrt{2}}$, as needed for the lemma.

Also $r = \frac{q \sqrt{2n}}{\gamma \cdot d} \geq \frac{q \sqrt{2n}}{\lambda_1}$. Finally, since $q = \exp(n)$ then the GPR-sampler gives good enough samples. Hence the reduction works and we always get the unique closest point to \vec{x} , which is $\vec{x} \pm \vec{w}$.

Case (b): $\lambda_1 < d$: Let \vec{y} be the shortest nonzero point in Λ , $\|\vec{y}\| < d$,

then with non-negligible probability both $\vec{x} - \vec{w}$ and $\vec{x} - \vec{y} - \vec{w}$ are within d' away from \vec{x} , hence both equally likely given \vec{x} \square

Proof sketch for Lemma 1: Let $\vec{v} \in \Lambda$ be the point closest to \vec{x} , let \vec{t} be the coefficient vector of \vec{v} base B (i.e., $\vec{v} = B\vec{t}$) and denote $\vec{s} = \vec{t} \bmod q$. We next show a subroutine that uses the sampler from $\tilde{\mathcal{D}}_{\Lambda^*, r}$ to generate instances from $\text{LWE}_{\vec{s}}$. Then we can use the LWE-solver to find \vec{s} . (For $q = \exp(n)$ we can show that $\vec{s} = \vec{t}$, otherwise there is still work to do.)

LWE-Generate(B, \vec{x}): having access to $\tilde{\mathcal{D}}_{\Lambda^*, r}$ sampler

1. Draw a sample $\vec{y} \in_R \tilde{\mathcal{D}}_{\Lambda^*, r}$, let \vec{a} be the coefficients of \vec{y} to the base B^* , reduced mod q , $\vec{a} = B^t \vec{y} \pmod{q}$
2. Draw an error term $e \in_R \mathbb{Z}_{2^{2\pi}}$
3. Output $(\vec{a}, b = \langle \vec{x}, \vec{y} \rangle + e \pmod{q})$

Claim: The output of LWE-Generate is statistically close to $\text{LWE}_{\vec{s}}$, except that the error parameter could be some $\beta \leq d$.

Proof: We need to show that \vec{a} is nearly uniform in \mathbb{Z}_q^n , and that conditioned on \vec{a} , the value of b is distributed almost according to $\langle \vec{a}, \vec{s} \rangle + \Phi_\beta \pmod{q}$ for some $\beta \leq d$.

(A) Consider the lattice $q \cdot \Lambda^*$ and all its q^n cosets

$$\vec{a}\text{-coset} = \{B^* \vec{a} + q \cdot \Lambda^*\} = \{B^* \vec{z} \mid \vec{z} \in \mathbb{Z}^n, \vec{z} = \vec{a} \pmod{q}\} \stackrel{\text{def}}{=} \Lambda^* + \vec{a}$$

Then the \vec{a} output of LWE-Generate is exactly the coset of \vec{y} .

Since the parameter r is large $r \gg q/\lambda_1(\Lambda) > \frac{4\lambda_1(\Lambda^*)}{n}$ then

$\tilde{\mathcal{D}}_{\Lambda^*, r}$ is nearly uniform among the cosets, hence \vec{a} is nearly uniform.

(B) Conditioned on any fixed \vec{a} , the vector \vec{y} is chosen from the discrete

distribution on the \vec{a} -coset, $\tilde{\mathcal{D}}_{\Lambda^* + \vec{a}, r}$. Denoting $\vec{x} = \vec{v} + \vec{w}$

$$\text{we have } \langle \vec{x}, \vec{y} \rangle = \langle \vec{v} + \vec{w}, \vec{y} \rangle = \langle \vec{v}, \vec{y} \rangle + \langle \vec{w}, \vec{y} \rangle$$

$$= \langle \vec{s}, \vec{a} \rangle + \langle \vec{w}, \vec{y} \rangle \pmod{q}$$

$$\text{hence } b = \underbrace{\langle \vec{s}, \vec{a} \rangle}_{\text{fixed}} + \underbrace{\langle \vec{w}, \vec{y} \rangle}_{\text{"random"}} + e \pmod{q}$$

(3)

Recall that $\Phi_{D_{\frac{1}{2}\alpha}}$ is the projection of $D_{\frac{1}{2}\alpha}$ onto the 1'st coordinate, namely $\langle \vec{e}_1, D_{\frac{1}{2}\alpha} \rangle$, and since D is spherical then this is also the same as $\langle \vec{u}, D_{\frac{1}{2}\alpha} \rangle$ for any other unit vector \vec{u} . In particular, $\Phi_{D_{\frac{1}{2}\alpha}} \equiv \langle \vec{w}, D_{\frac{1}{2}\alpha} \rangle \cdot \frac{1}{\|\vec{w}\|} \equiv \langle \vec{w}, D_{\frac{\alpha}{2\sqrt{1+\|\vec{w}\|^2}}} \rangle$

Hence $\langle \vec{w}, \vec{y} \rangle + e \equiv \langle \vec{w}, \vec{y} \rangle + \langle \vec{w}, \vec{z} \rangle = \langle \vec{w}, \vec{y} + \vec{z} \rangle$ where $y \in \tilde{D}_{\alpha^2+r}$ and $z \in D_s$ where $s = \frac{\alpha}{2\sqrt{1+\|\vec{w}\|^2}}$. Now $\|\vec{w}\|$ is "short" so s is "large". The parameters chosen so r, s are large enough so that $\tilde{D}_{\alpha^2+r} + D_s$ is close to the continuous D_t where $t = \sqrt{r^2+s^2}$.

Therefore $\langle \vec{w}, \vec{y} \rangle + e \approx \langle \vec{w}, D_t \rangle = \Phi_{\|\vec{w}\| \cdot t}$, and again the parameters are such that $\|\vec{w}\| \cdot t \leq \alpha$. ☒