

격자기반 암호



— 목차

- [1] 격자란 무엇인가?
- [2] 격자 기반 문제
- [3] 격자 기반 공개키 암호
- [4] 대수적 격자소개
- [5] 대수적 격자 기반 공개키 암호
- [6] 격자 기반 디지털 사인

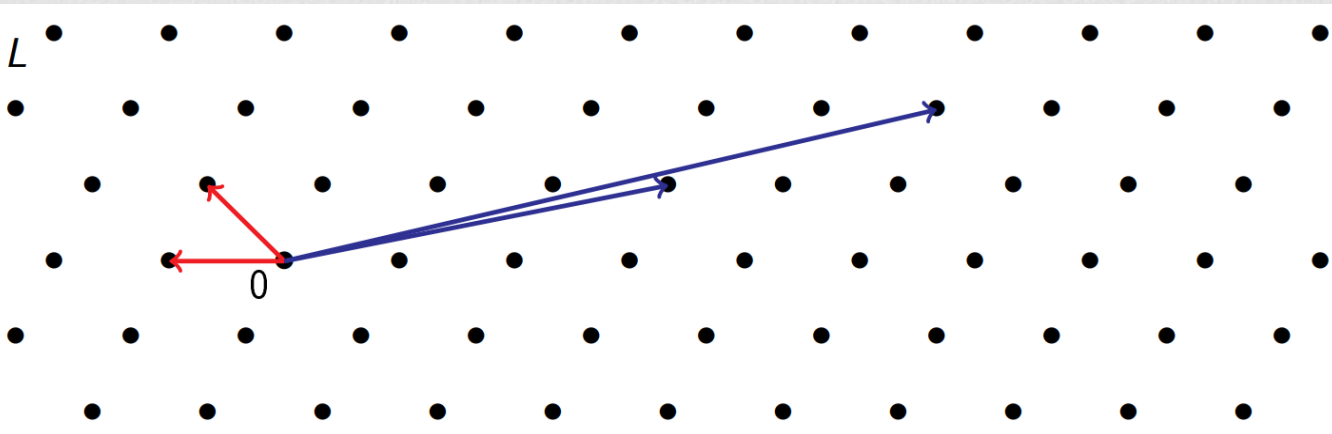




1

격자란 무엇인가?

격자(lattices)



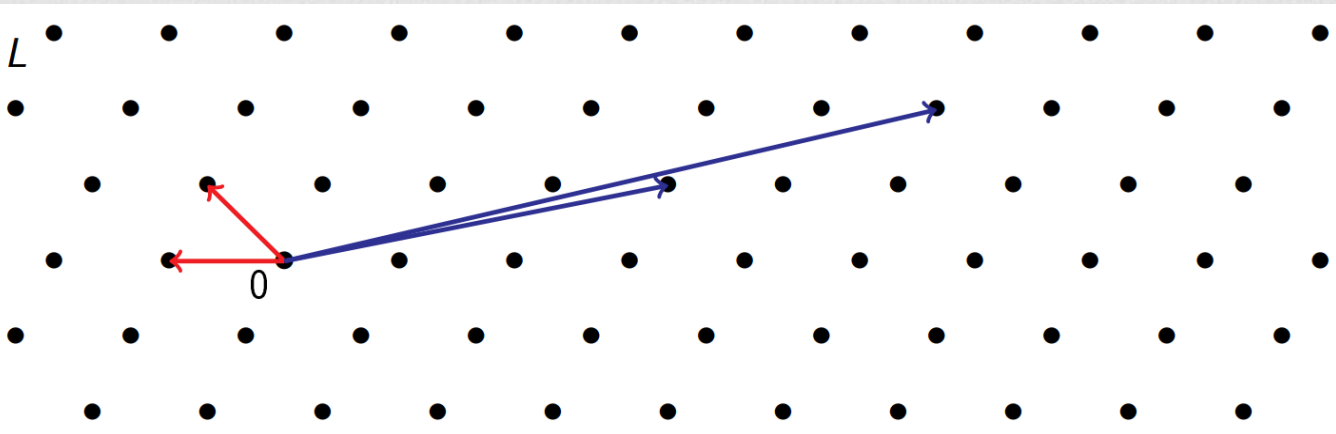
$$L = \mathcal{L}(B) = \langle B \rangle = \{Bx \mid x \in \mathbb{Z}^n\}, B \in \mathbb{Z}^{m \times n}$$

B : Basis matrix of rank n

n : rank m : dimension

$n = m$: Full rank lattice

격자(lattices)

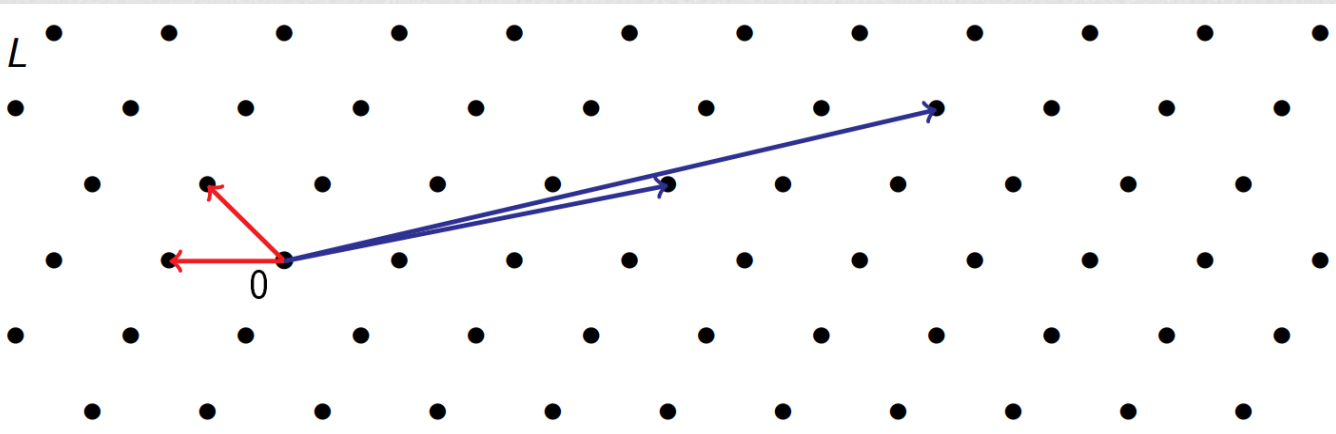


$\lambda_1(L)$: Shortest length of $x \in L$

$$\text{Vol}(L) = \det(B)$$

$$\lambda_1(L) \approx \text{Vol}(L)^{1/n}$$

격자(lattices)

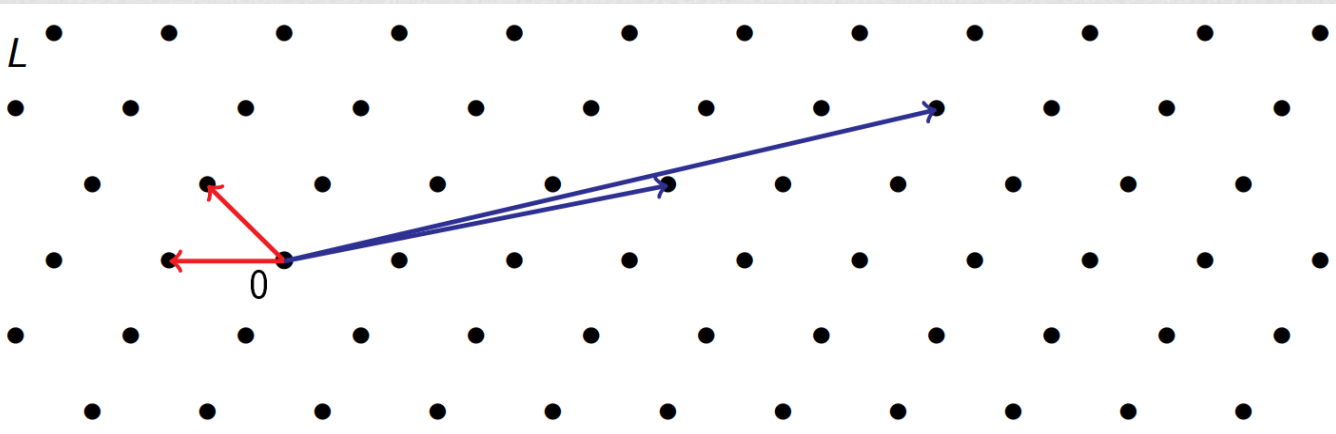


예제:

$$\left\langle \begin{pmatrix} -1 & -1 \\ 0 & 1 \end{pmatrix} \right\rangle \quad \left\langle \begin{pmatrix} 3 & 5 \\ 1 & 2 \end{pmatrix} \right\rangle \quad \left\langle \begin{pmatrix} 8 & 9 \\ 12 & 2 \\ 1 & 0 \end{pmatrix} \right\rangle$$

$$\left\langle \begin{pmatrix} 3 & 5 & 8 \\ 1 & 2 & 3 \end{pmatrix} \right\rangle : \text{Generating set}$$

격자(lattices)



-격자의 베이스는 유일할까?

-두 격자가 같은지 여부는 어떻게 체크할 수 있을까?

격자의 베이스

$$\left\langle \begin{pmatrix} -1 & -1 \\ 0 & 1 \end{pmatrix} \right\rangle = \left\langle \begin{pmatrix} 3 & 5 \\ 1 & 2 \end{pmatrix} \right\rangle$$

$$\begin{pmatrix} 3 \\ 1 \end{pmatrix} = \begin{pmatrix} -1 & -1 \\ 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} -4 \\ 1 \end{pmatrix}$$

$$\begin{pmatrix} 5 \\ 2 \end{pmatrix} = \begin{pmatrix} -1 & -1 \\ 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} -7 \\ 2 \end{pmatrix}$$

$$\begin{pmatrix} 3 & 5 \\ 1 & 2 \end{pmatrix} = \begin{pmatrix} -1 & -1 \\ 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} -4 & -7 \\ 1 & 2 \end{pmatrix}$$

격자의 베이스

일반적으로

$$\langle B_0 \rangle = \langle B_1 \rangle \Leftrightarrow B_0 = B_1 U, \quad B_1 = B_0 V \Rightarrow B_0 = B_0 UV$$

$$I = UV \Rightarrow \det(U) * \det(V) = 1 \Rightarrow \det(U) = \pm 1$$

결론적으로

$$L = \mathcal{L}(B) = \mathcal{L}(B \cdot U); \quad U \in Z^{n \times n}, \det(U) = \pm 1$$

격자는 굉장히 많은 베이스를 갖는다.

-Basis 는 어떻게 표현할까?

-좋은 Basis matrix는 무엇일까?

격자의 베이스 표현법

Hermite normal form : 삼각행렬의 표현법

$$\begin{pmatrix} -1 & -1 \\ 0 & 1 \end{pmatrix}$$

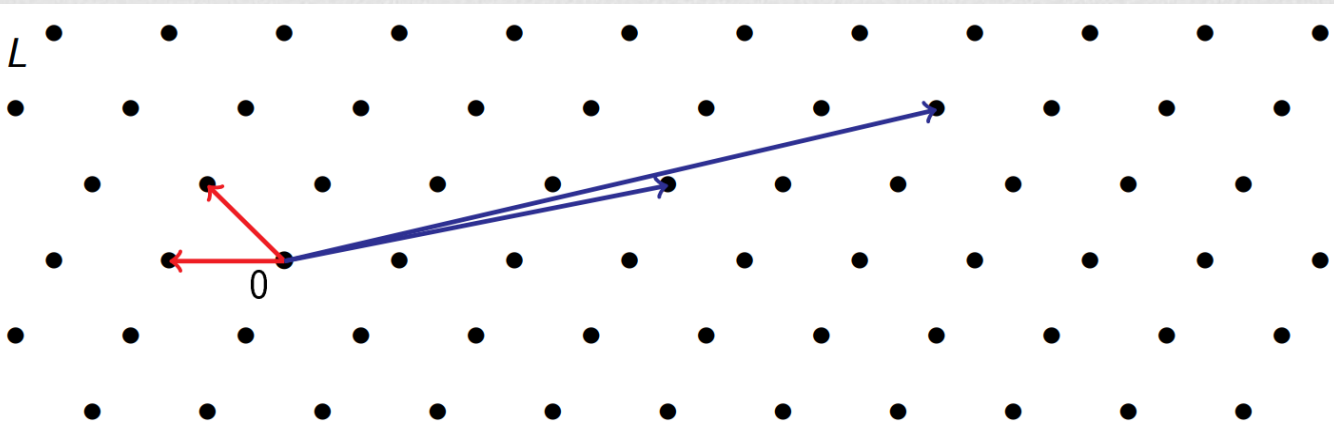
QR decomposed form : Gram-Schmidt 좌표에서 삼각화 표현법

$$\begin{pmatrix} 3 & 5 \\ 1 & 2 \end{pmatrix} = \begin{pmatrix} \frac{3}{\sqrt{10}} & -\frac{1}{\sqrt{10}} \\ \frac{1}{\sqrt{10}} & \frac{3}{\sqrt{10}} \end{pmatrix} \cdot \begin{pmatrix} \sqrt{10} & \frac{17}{\sqrt{10}} \\ 0 & \frac{1}{\sqrt{10}} \end{pmatrix}$$

HKZ reduced form : 크기가 작은 벡터들로 이루어진 표현법

$$\begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix}$$

Good basis v.s. Bad basis



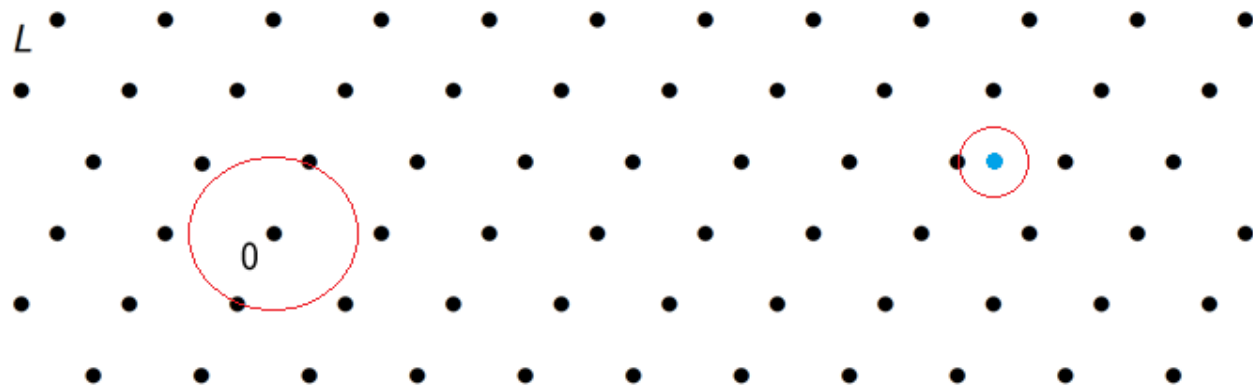
Good basis: 짧은 벡터들로 이루어진 베이스

Bad basis: 긴 벡터들로 이루어진 베이스

Good basis \Rightarrow Bad basis : easy

Good basis \Leftarrow Bad basis : hard

격자의 짧은 벡터, 가까운 벡터



SVP: Shortest vector problem

Input: 베이스스 매트릭스

Output: 가장 짧은 길이의 벡터

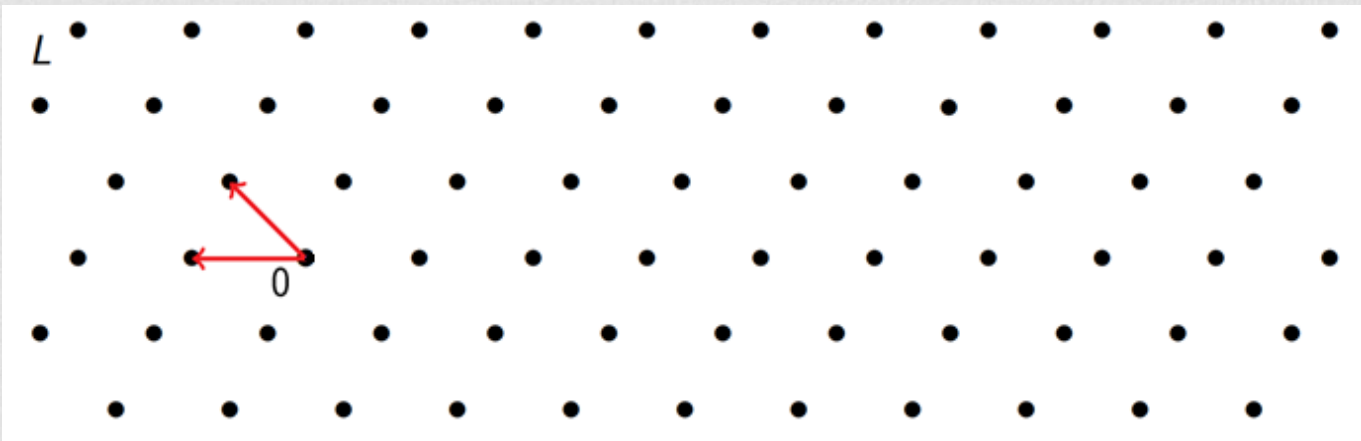
특이점: 해가 유일하지 않음

CVP: Closest vector problem

베이스스 매트릭스+ vector t

t 에 가장 가까운 벡터

격자의 다양한 문제들 (1)

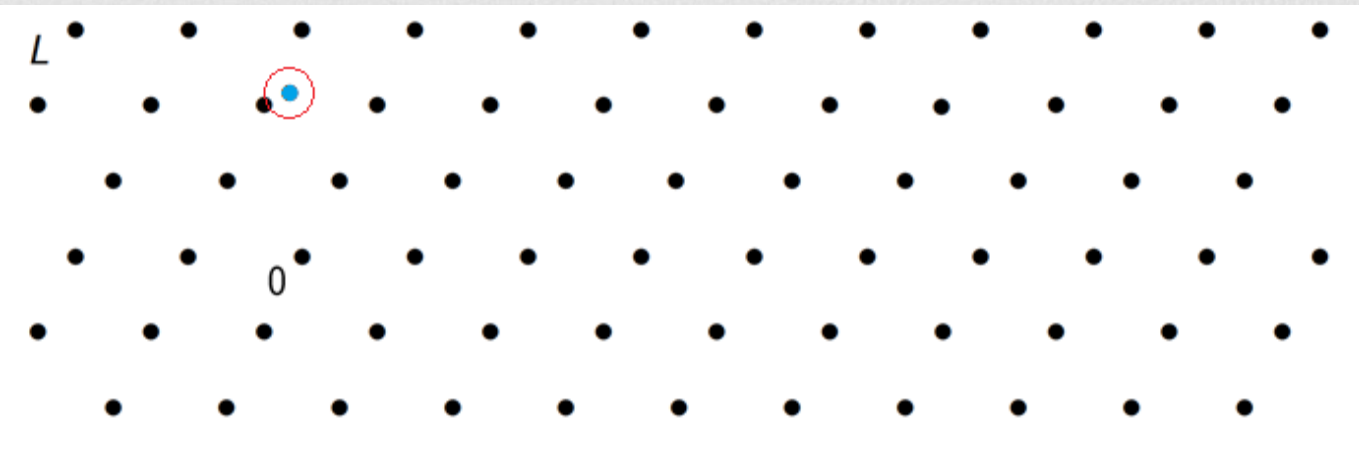


SIVP: Shortest independent vector problem

Input: 베이스스 매트릭스

Output: 가장 짧은 길이의 벡터들

격자의 다양한 문제들 (2)



BDD: Bounded distance decoding

Input: 베이스스 메트릭스 + vector t s.t. $\text{dist}(L, t) < d$

Output: t 에 가장 가까운 벡터

특이점: 해가 유일

격자의 다양한 문제들 (3)

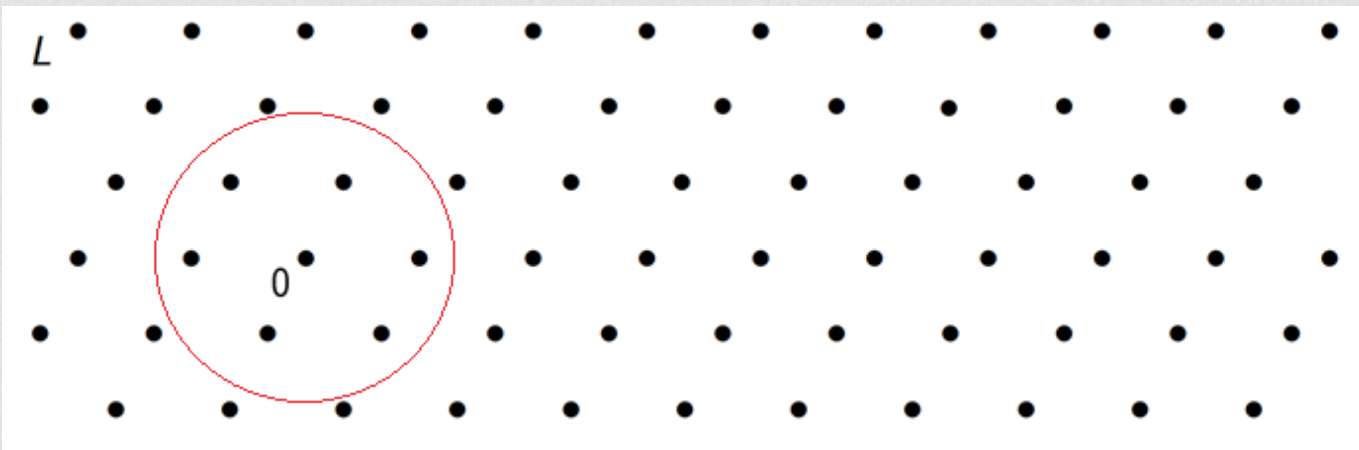


γ -SVP: γ -approximate shortest vector problem

Input: 베이스스 매트릭스

Output: γ 길이 이하의 벡터

격자의 다양한 문제들 (4)

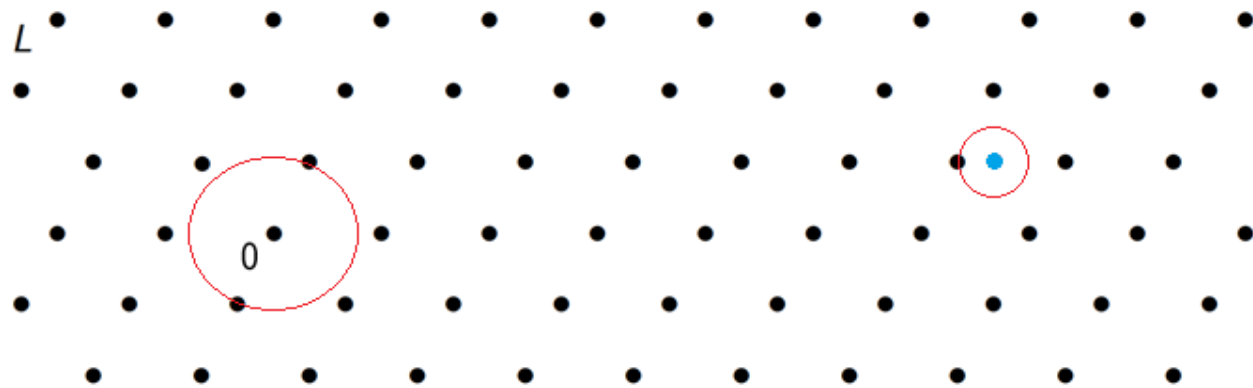


γ -Gap SVP: γ -gap shortest vector problem

Input: 베이스스 매트릭스

Output:
$$\begin{cases} 0 & \text{if } \lambda_1(L) < \det(B)^{1/n} \\ 1 & \text{if } \lambda_1(L) > \gamma \det(B)^{1/n} \end{cases}$$

격자의 짧은 벡터, 가까운 벡터



SVP: Shortest vector problem

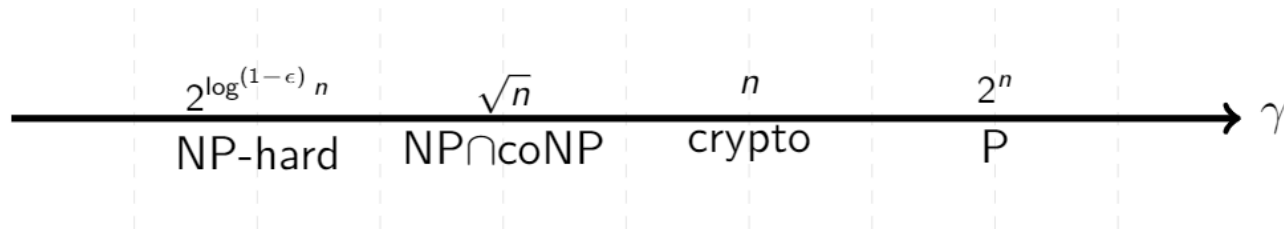
CVP: Closest vector problem

If... a bad basis of L 가 인풋인 경우

랭크가 커질 수록 문제가 어려워짐. (NP hard)

- 현재 쿼텀 컴퓨터를 이용해도 어려움

격자의 근사 짧은 벡터 (Gap SVP)

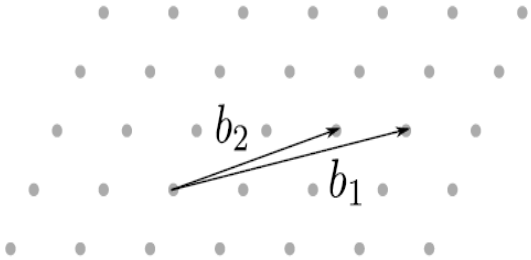


γ 가 커질수록 문제는 쉬워짐

γ 의 크기가 랭크에 대해서 지수함수인 경우 쉬움

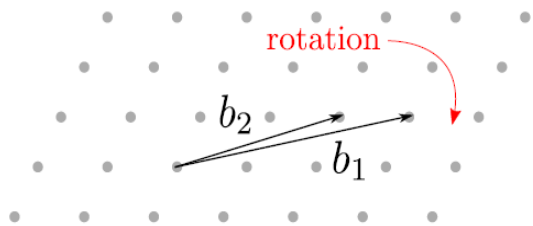
γ 현재 암호스킴을 깨려면 랭크에 관한 다항함수인 경우를 분석

격자의 짧은 벡터; 예제



$$M = \begin{pmatrix} 10 & 7 \\ 2 & 2 \end{pmatrix}$$

격자의 짧은 벡터; 예제

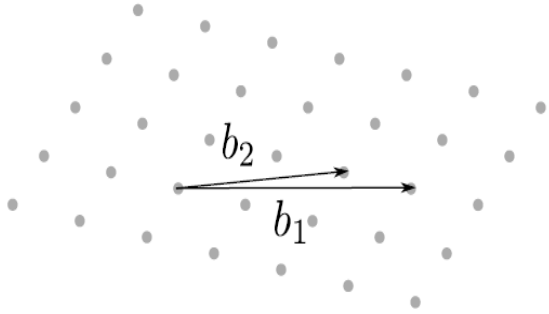


rotation

$$M = \begin{pmatrix} 10 & 7 \\ 2 & 2 \end{pmatrix}$$

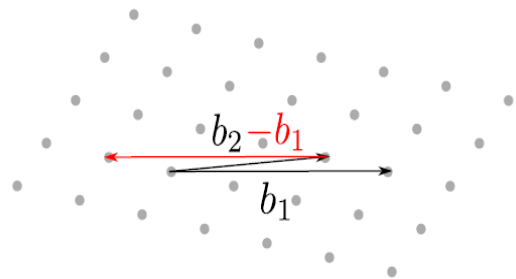
Basis change

격자의 짧은 벡터; 예제



$$M = \begin{pmatrix} 10.2 & 7.3 \\ 0 & 0.6 \end{pmatrix}$$

격자의 짧은 벡터; 예제

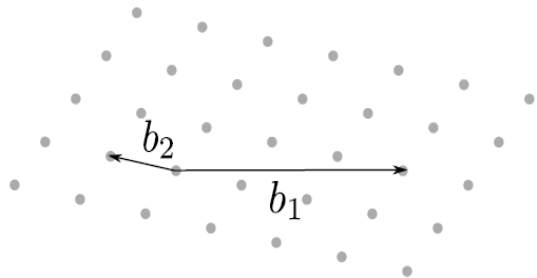


reduce b_2 with b_1

$$M = \begin{pmatrix} 10.2 & 7.3 \\ 0 & 0.6 \end{pmatrix}$$

“Euclidean division” (over \mathbb{R})
of 7.3 by 10.2

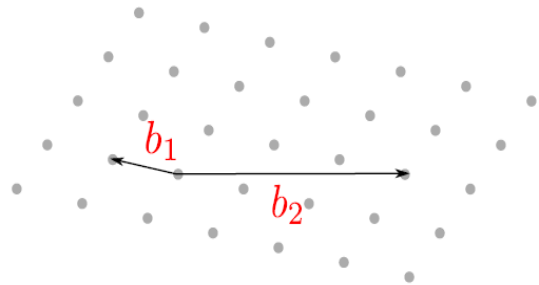
격자의 짧은 벡터; 예제



check $\|b_2\| < \|b_1\|$

$$M = \begin{pmatrix} 10.2 & -2.9 \\ 0 & 0.6 \end{pmatrix}$$

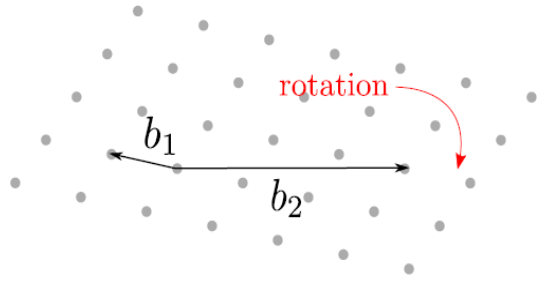
격자의 짧은 벡터; 예제



swap

$$M = \begin{pmatrix} -2.9 & 10.2 \\ 0.6 & 0 \end{pmatrix}$$

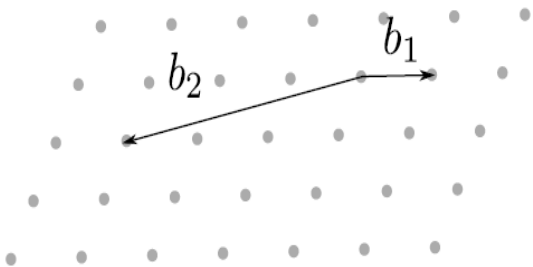
격자의 짧은 벡터; 예제



rotation

$$M = \begin{pmatrix} -2.9 & 10.2 \\ 0.6 & 0 \end{pmatrix}$$

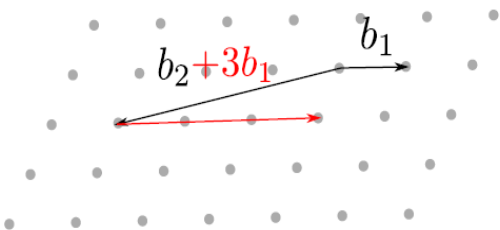
격자의 짧은 벡터; 예제



rotation

$$M = \begin{pmatrix} 3 & -10 \\ 0 & -2 \end{pmatrix}$$

격자의 짧은 벡터; 예제

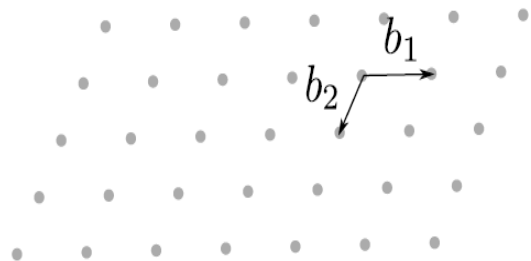


reduce b_2 with b_1

$$M = \begin{pmatrix} 3 & -10 \\ 0 & -2 \end{pmatrix}$$

“Euclidean division” (over \mathbb{R})
of -10 by 3

격자의 짧은 벡터; 예제



$$M = \begin{pmatrix} 3 & -1 \\ 0 & -2 \end{pmatrix}$$

If $n \geq 3$??

SVP in practice

현재 SVP는 얼마나 풀 수 있을까?

$n=2$

Easy!!

$n \leq 80$

A few **minutes** on a personal laptop

$n \leq 170$

A few **days** on a big computer

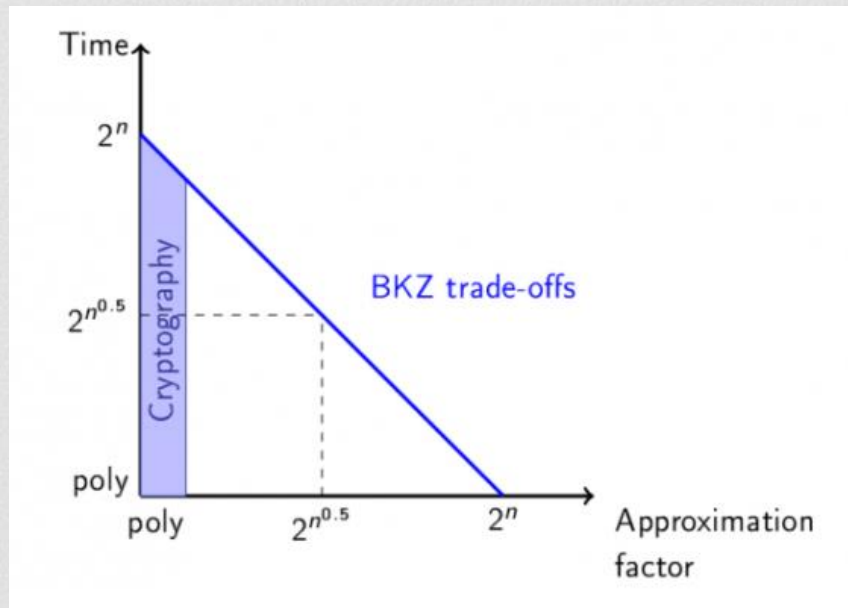
$n \geq 500$

Cryptography

SVP Challenge: <https://www.latticechallenge.org/svp-challenge/>

SVP in practice

현재 SVP는 얼마나 풀 수 있을까?



<https://www.esat.kuleuven.be/cosic/blog/lattice-reduction/>

SVP(CVP)의 한계

- ▶ SVP (CVP)는 **worst case** 에 대해서 어렵다 .

모든 레티스 베이스스에 대해서 효율적으로 SVP를 푸는 알고리즘은 없음

일부 레티스 베이스스에서는 문제가 쉬울 수 있음
(ex: Good basis 가 주어진 경우)

암호에서는 **average case** 에 대해서 어려운 문제가 필요함

A top-down view of a light gray desk. In the top left, a portion of a silver laptop is visible, showing the keyboard and trackpad. To its right is a small, light blue USB drive. In the bottom right, there is a yellow notepad with spiral binding, a yellow pencil, and a dark gray pen.

2

격자 기반 문제

Strategy for Encryption

Goal of encryption :

- Ideally, only authorized parties can **decipher** a ciphertext back to plaintext and access original information

- Encryption scheme aims to prevent ciphertexts from **leaking** any information

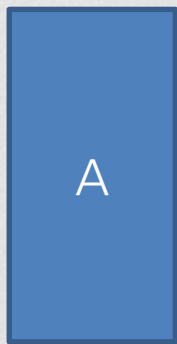
How?

- One-wayness

- Pseudo-randomness

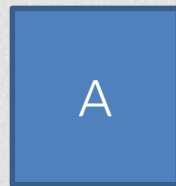
SIS (short integer solution) 문제

$$q, n, m \in \mathbb{Z}, \mathbb{Z}_q := \mathbb{Z}/q\mathbb{Z}$$



$$\leftarrow \text{Uniform}(\mathbb{Z}_q^{m \times n})$$

$$\text{find } \mathbf{x} \in \{-1, 0, 1\}^m \setminus \{\vec{0}\}$$

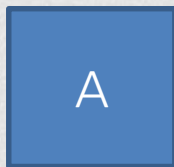


$$= 0$$

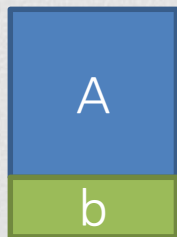
SIS (short integer solution) 문제

One-wayness of SIS

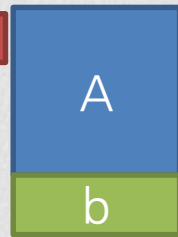
It is hard to recover x from



근의 존재성?



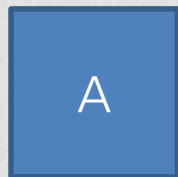
\Rightarrow



$= 0$



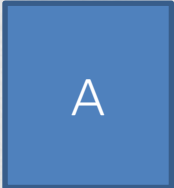

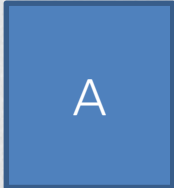

$=$





$\approx_{\text{Leftover hash lemma}} \mathbb{Z}^n$

LWE (Learning with errors) 문제

$$q, n, m \in \mathbb{Z}, \mathbb{Z}_q := \mathbb{Z}/q\mathbb{Z}$$

Given  A and  $b =$  A  $s \pmod{q}$

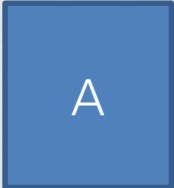




Recover s

 $A \leftarrow \text{Uniform}(\mathbb{Z}_q^{m \times n})$  $s \leftarrow N(0, \sigma)^n$




Easy!!

LWE (Learning with errors) 문제

$$q, n, m \in \mathbb{Z}, \mathbb{Z}_q := \mathbb{Z}/q\mathbb{Z}$$

Given  A and  b =  A  s +  e mod q

Recover s and e

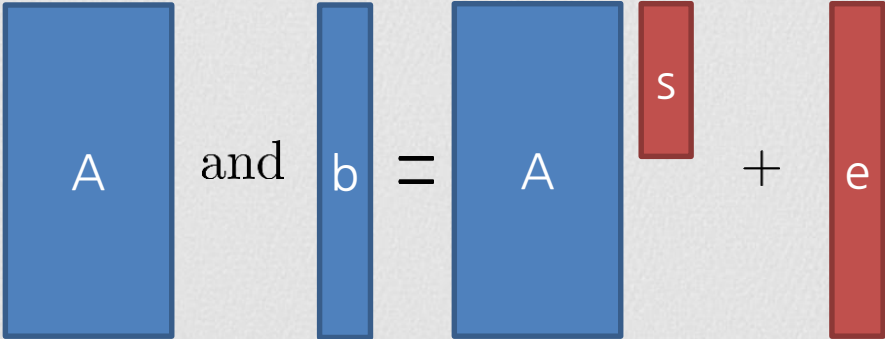
 A $\leftarrow \text{Uniform}(\mathbb{Z}_q^{m \times n})$  s  e $\leftarrow N(0, \sigma)^n$

Easy??

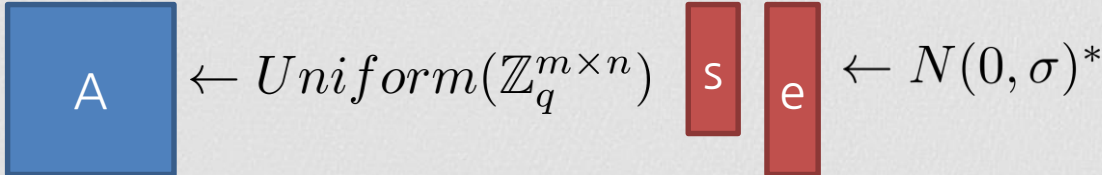
LWE (Learning with errors) 문제

$$q, n, m \in \mathbb{Z}, \mathbb{Z}_q := \mathbb{Z}/q\mathbb{Z}$$

Given

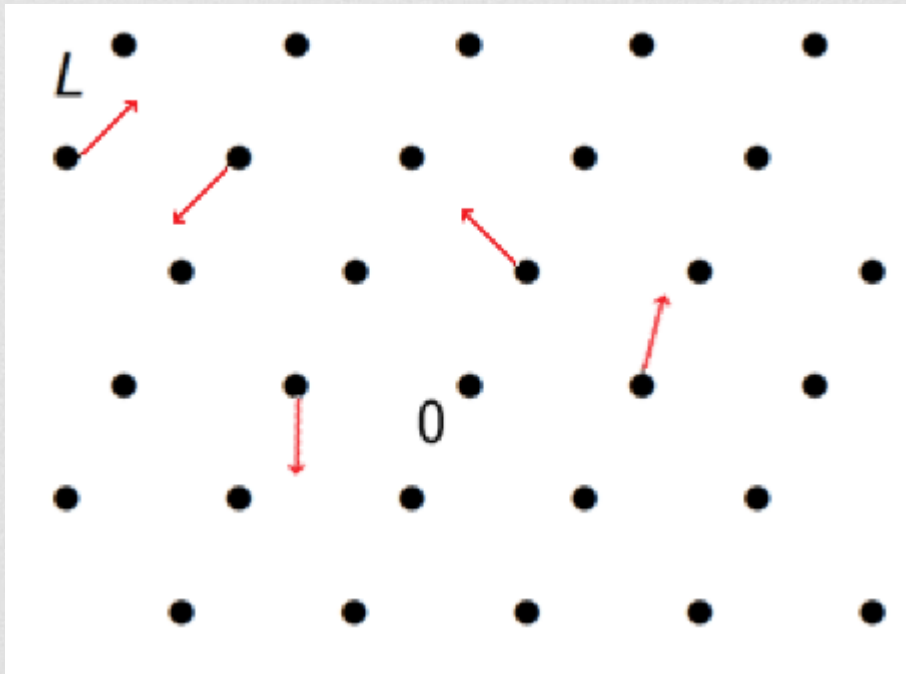

$$A \text{ and } b = A s + e \pmod{q}$$

Recover s and e


$$A \leftarrow \text{Uniform}(\mathbb{Z}_q^{m \times n}) \quad s \quad e \leftarrow N(0, \sigma)^*$$

Still hard

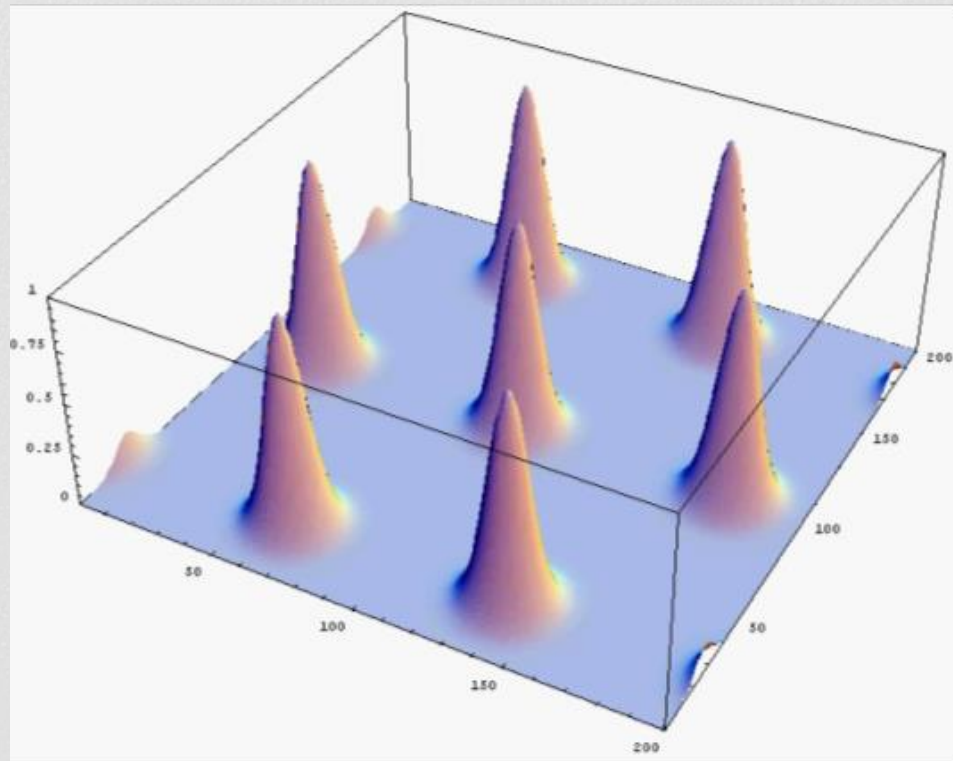
LWE (Learning with errors) 문제



— $e \leftarrow N(0, \sigma)^m$

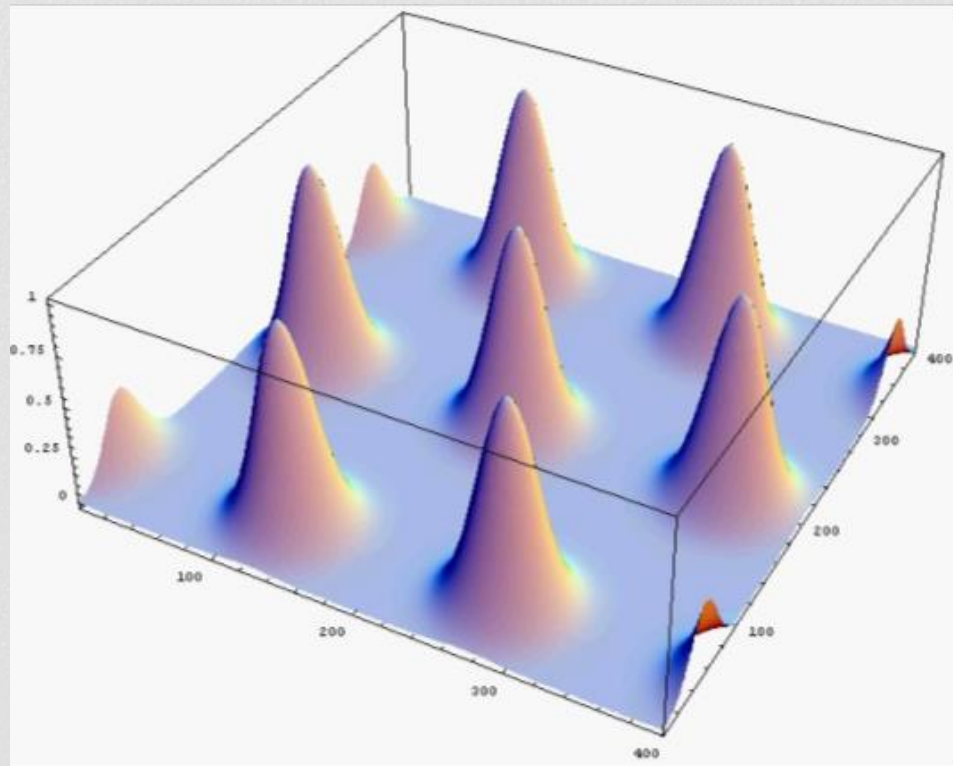
LWE (Learning with errors) 문제

Pseudo-randomness of LWE



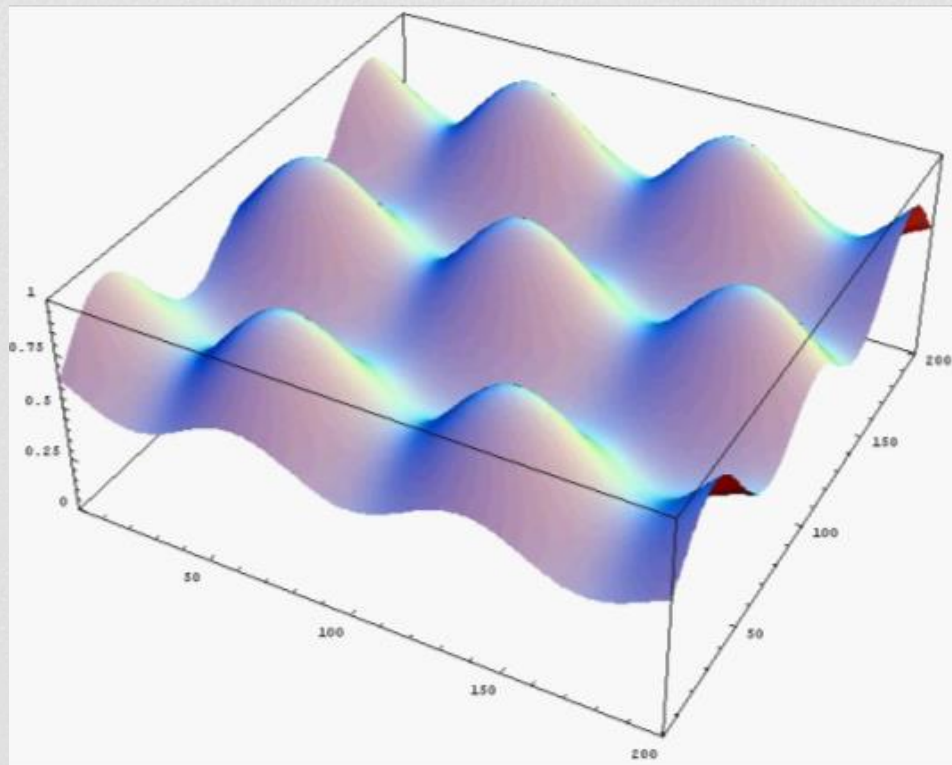
LWE (Learning with errors) 문제

Pseudo-randomness of LWE



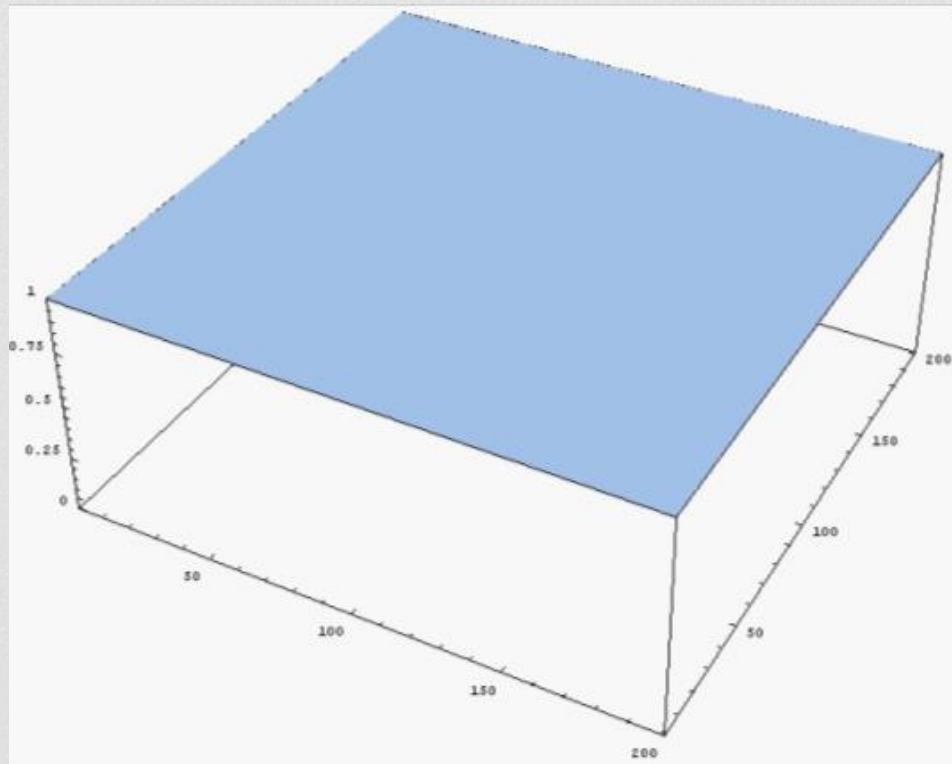
LWE (Learning with errors) 문제

Pseudo-randomness of LWE



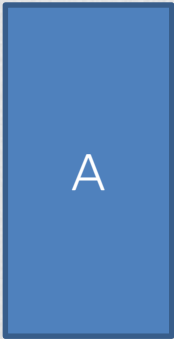

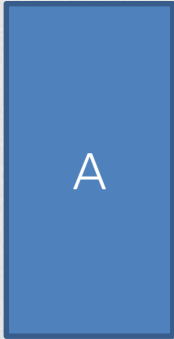


LWE (Learning with errors) 문제

Pseudo-randomness of LWE

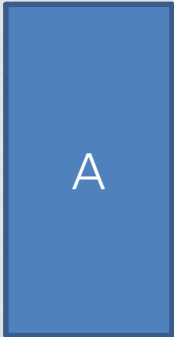



dLWE (decisional Learning with errors) 문제

$$q, n, m \in \mathbb{Z}, \mathbb{Z}_q := \mathbb{Z}/q\mathbb{Z}$$

Given  and  $=$   $+$  $\bmod q$

or

Given  and  $\leftarrow \text{Uniform}(\mathbb{Z}_q^m)$

LWE와 dLWE의 관계

$$\text{LWE} \leq \text{dLWE}$$

$$A' = A + \begin{bmatrix} v \\ 0 \end{bmatrix} \quad b' = b + v \cdot t$$

If $t = s1$

A', b' : LWE instance

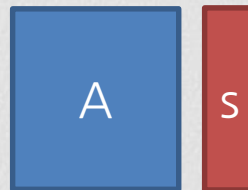
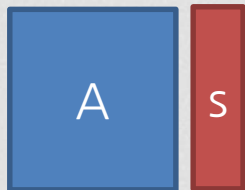
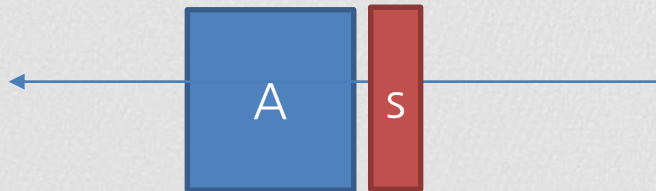
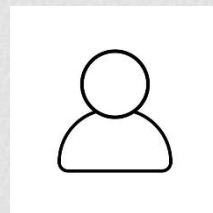
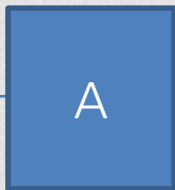
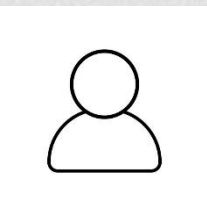
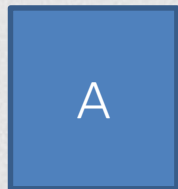
$$b' = A' \cdot \begin{bmatrix} s \\ t \\ 0 \end{bmatrix} + e$$

LWE 의 application

- Key exchange
- Public key Encryption
- Oblivious Transfer
- PRF
- Identity based Encryption
- ID-Based Encryption
- Homomorphic Encryption
- Attribute-Based Encryption

Warm up: LWE 기반 Key exchange

Given



유일한 해를 가짐

알려진 공격들

- Dual attack [Alb17]
- Primal attack [AGVW17]
- BKW algorithm [KF15]
- AG algorithm [AG11]

$\text{GapSVP} \leq \text{LWE}$ [Reg05]

LWE (SIS) 와 SVP 의 관계

Solving SIS \Leftrightarrow Solving SVP in **any** lattice

$$L = \{x \in \mathbb{Z}^m \mid xA = 0 \bmod q\} : \text{격자}$$

SIS solution x : 격자 L 의 가장 짧은 벡터

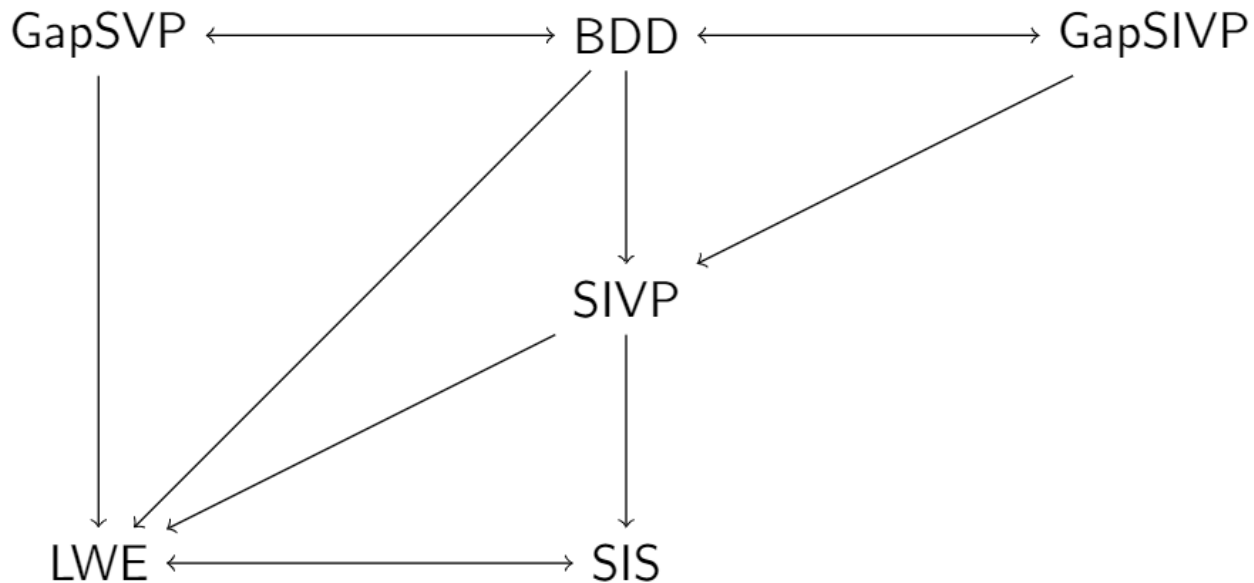
Solving LWE \Leftrightarrow Solving SVP in **any** lattice

$$L' = \{(x, y, z) \in \mathbb{Z}^{m+n+1} \mid bz - Ax = y \bmod q\}$$

LWE solution (s, e) : 격자 L' 의 가장 짧은 벡터

SIS and LWE: average case problems \Rightarrow Good for crypto

LWE (SIS) 와 SVP 의 관계



LWE (SIS) 는 만능?

| | 격자 | Wish |
|-------------------------|------------------|-----------------|
| Storage | $\tilde{O}(n^2)$ | $\tilde{O}(n)$ |
| Computing Time | $\tilde{O}(n^2)$ | $\tilde{O}(n)$ |
| Break Known attack time | $2^{\Omega(n)}$ | $2^{\Omega(n)}$ |

It is inefficient