

## Part 2: Lattice algorithms for solving the shortest (non-zero) vector problem

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Lecture for Cryptography I  
(January 8, 2015)

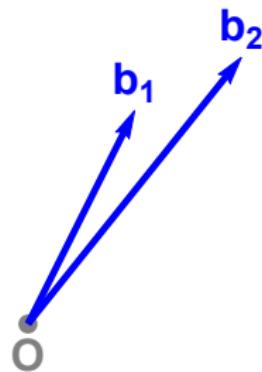
# Lattices

What is a lattice?



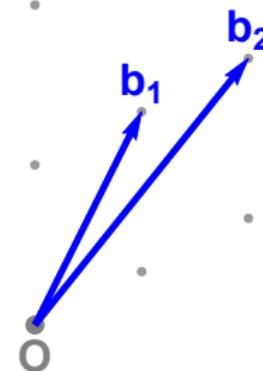
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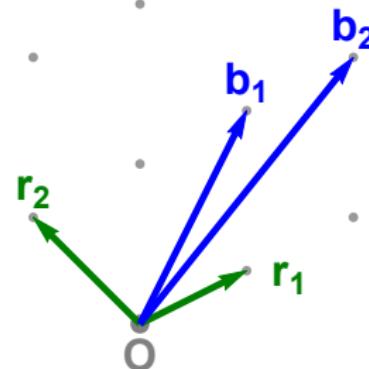
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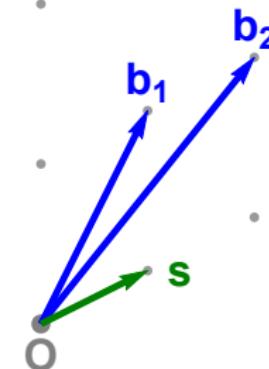
# Lattices

## Lattice basis reduction



## Lattices

Shortest Vector Problem (SVP)



# Outline

## Enumeration algorithms

- Fincke-Pohst enumeration
- Kannan enumeration
- Pruning the enumeration tree

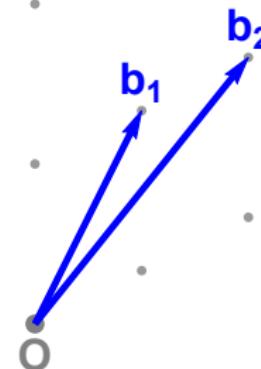
## The Voronoi cell algorithm

## Sieving algorithms

- Nguyen-Vidick sieve
- Multiple levels
- GaussSieve
- Locality-sensitive hashing

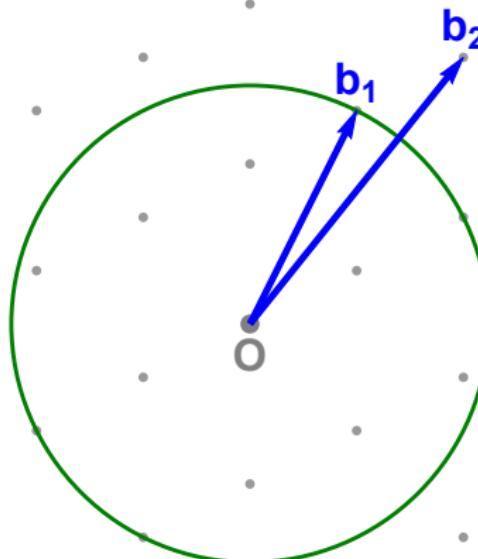
# Fincke-Pohst enumeration

1. Determine possible coefficients of  $b_2$



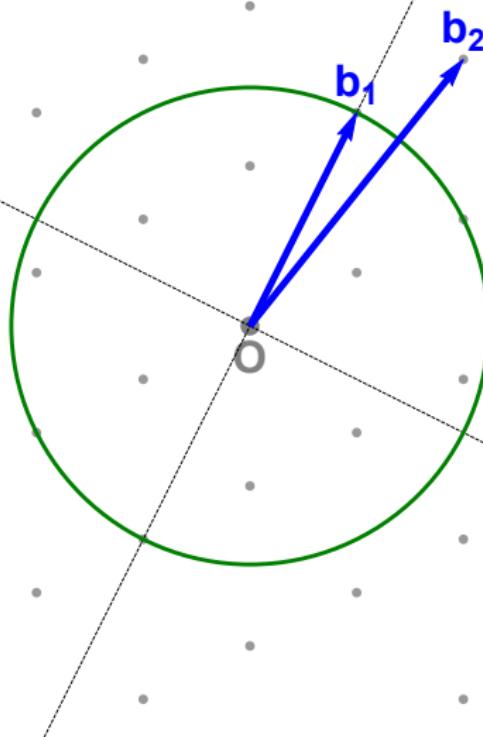
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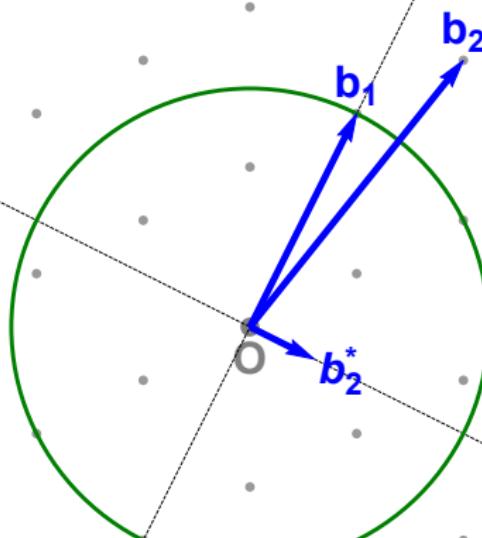
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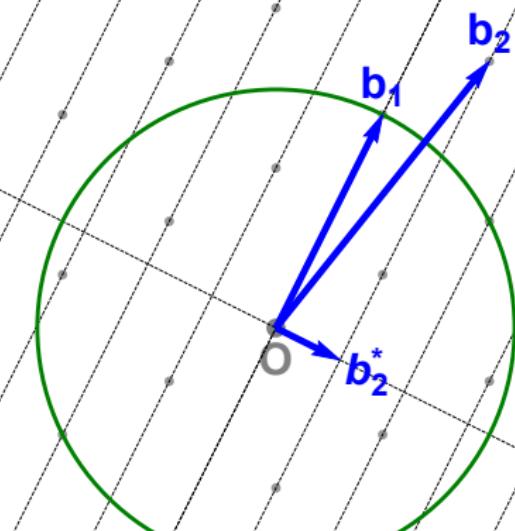
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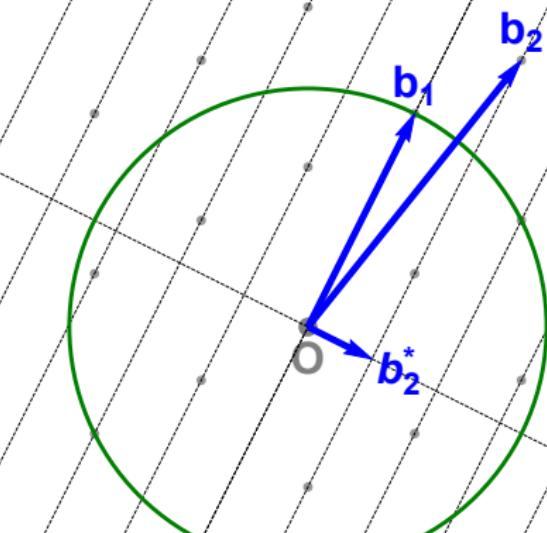
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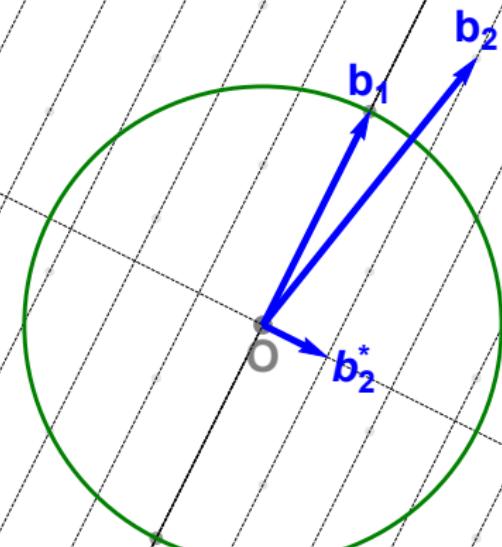
## Fincke-Pohst enumeration

2. Find short vectors for each coefficient of  $b_2$



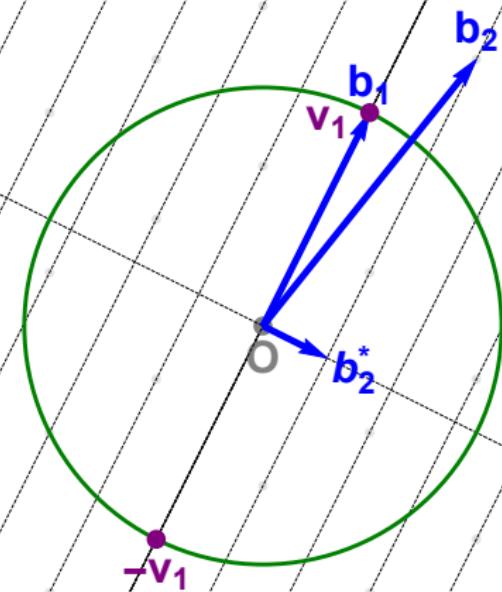
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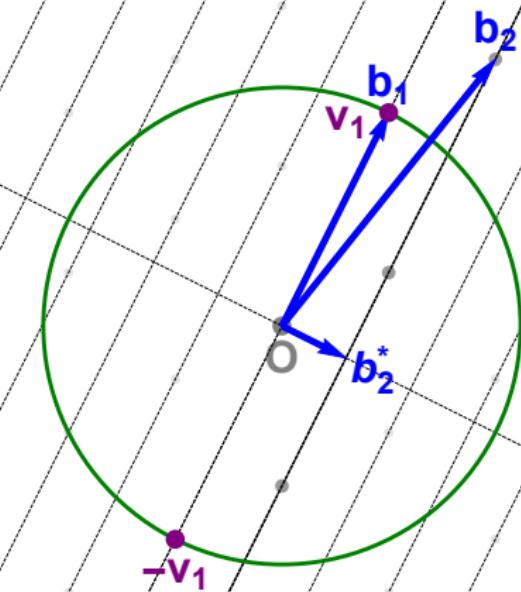
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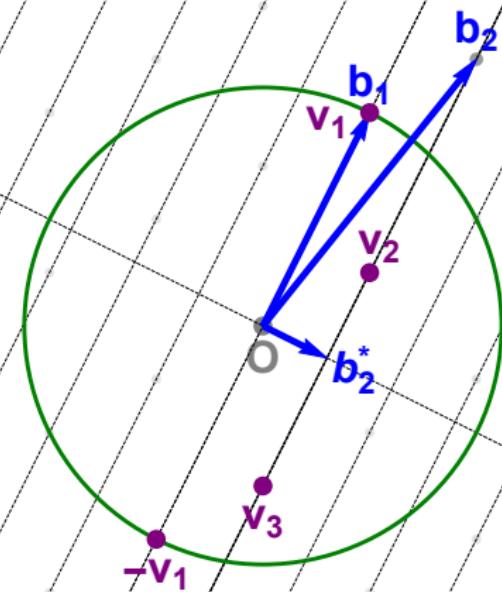
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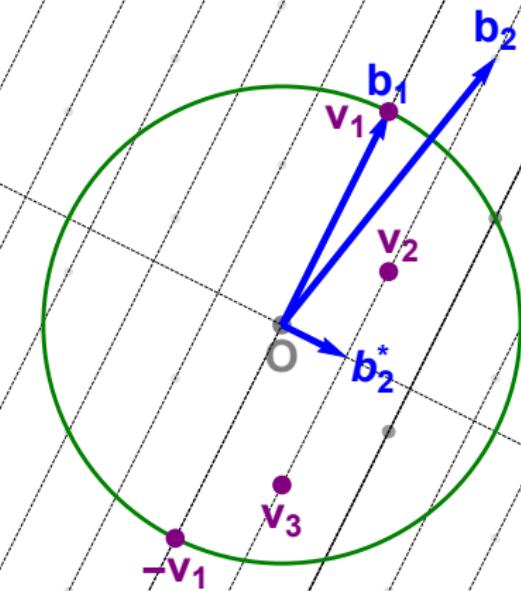
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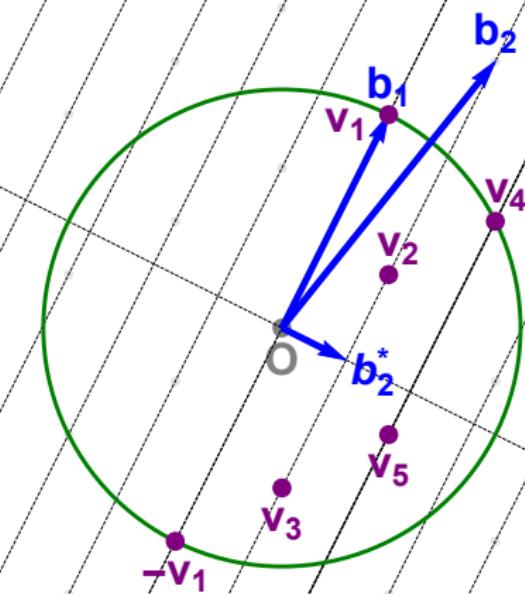
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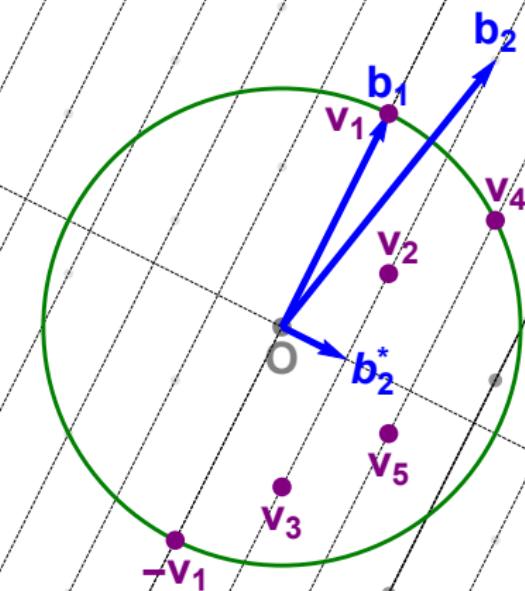
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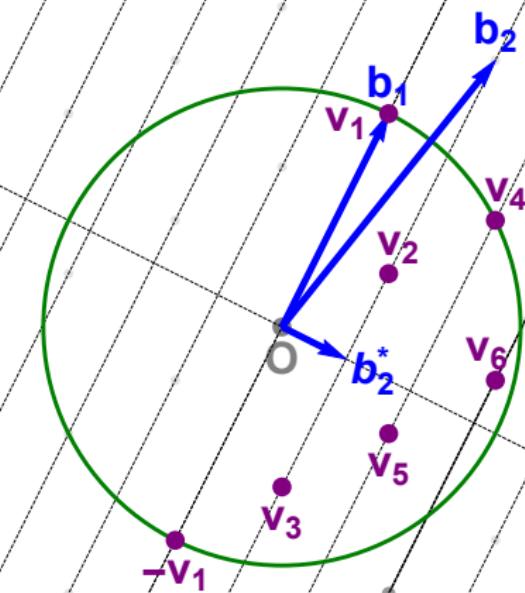
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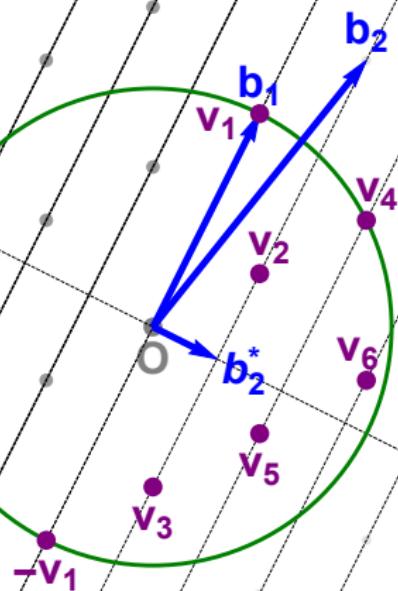
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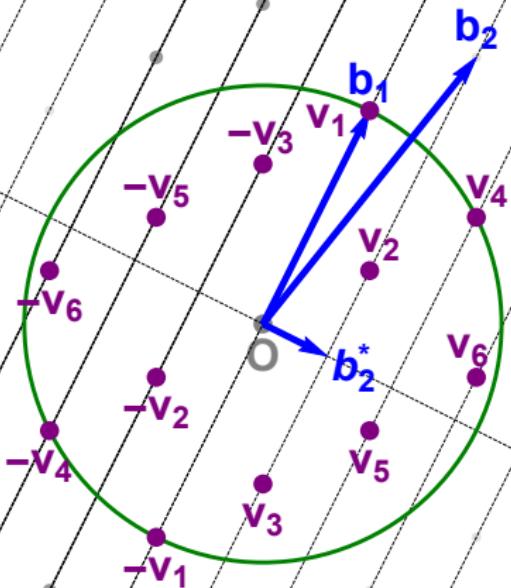
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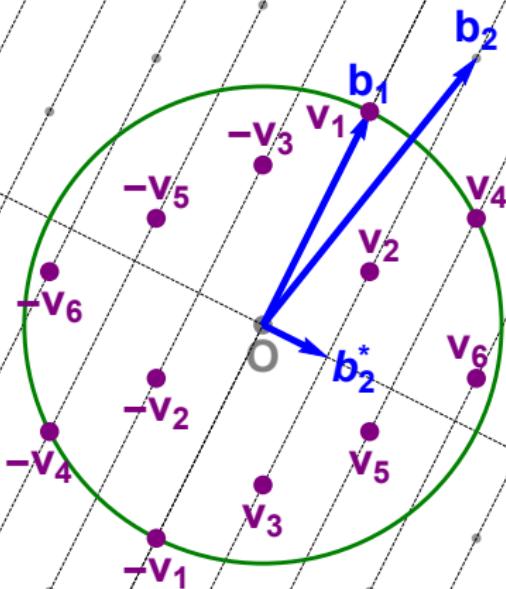
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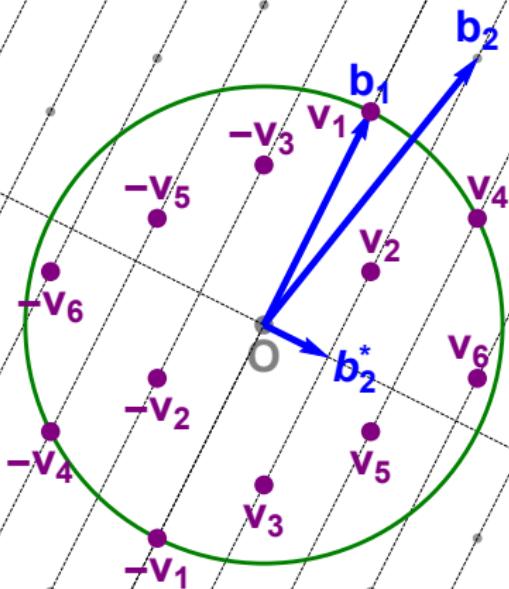
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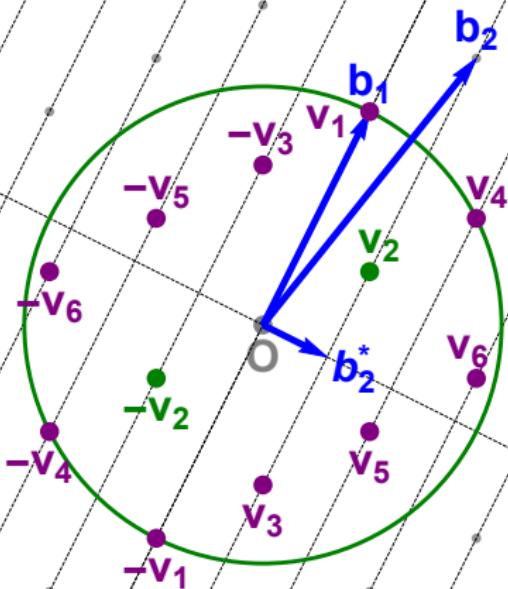
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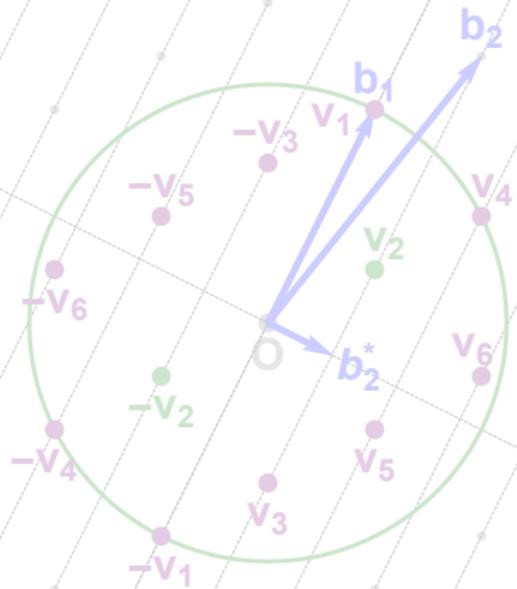
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# Fincke-Pohst enumeration

## Overview

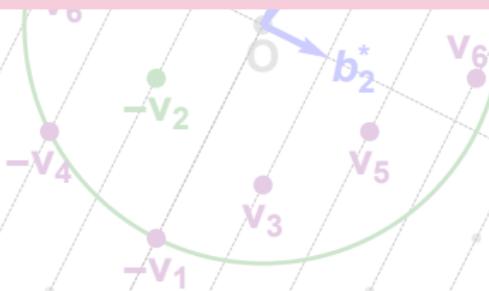


# Fincke-Pohst enumeration

## Overview

Theorem (Fincke and Pohst, Math. of Comp. '85)

Fincke-Pohst enumeration runs in time  $(2^{O(n)})^n = 2^{O(n^2)}$  and space  $\text{poly}(n)$ .



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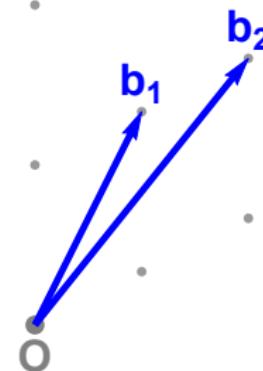
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Essentially reduces  $SVP_n$  ( $CVP_n$ ) to  $2^{O(n)}$  instances of  $CVP_{n-1}$

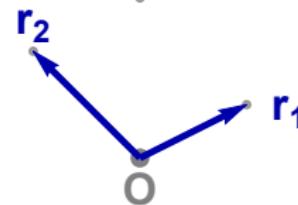
# Kannan enumeration

Better bases



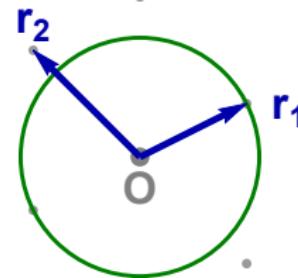
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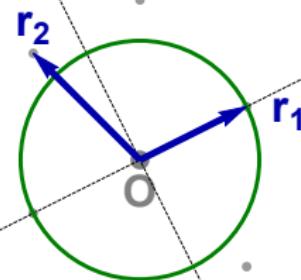
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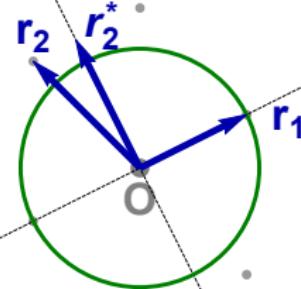
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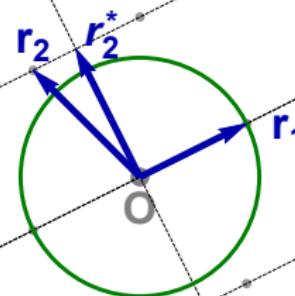
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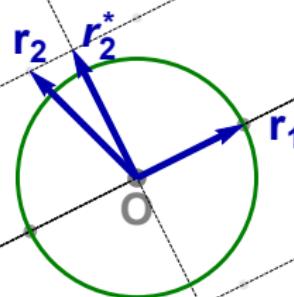
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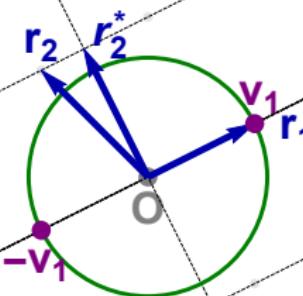
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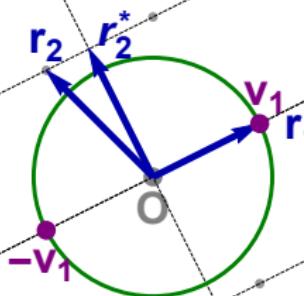
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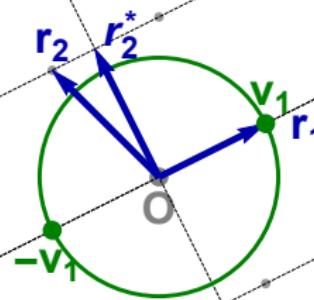
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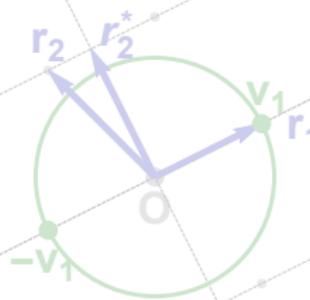
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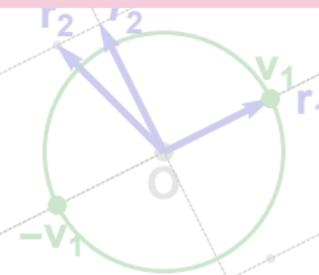


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Overview

Theorem (Kannan, STOC'83)

Kannan enumeration runs in time  $2^{O(n \log n)}$  and space  $\text{poly}(n)$ .

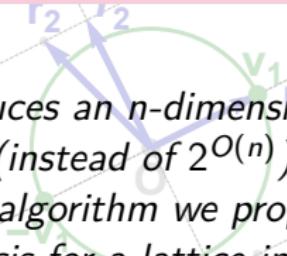


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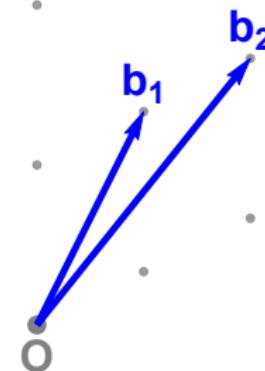


"Our algorithm reduces an  $n$ -dimensional problem to polynomially many (instead of  $2^{O(n)}$ )  $(n - 1)$ -dimensional problems. [...] The algorithm we propose, first finds a more orthogonal basis for a lattice in time  $2^{O(n \log n)}$ ."

– Kannan, STOC'83

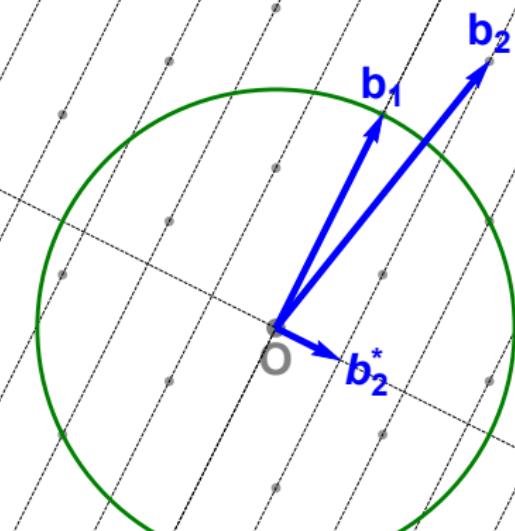
# Pruned enumeration

Reducing the search space



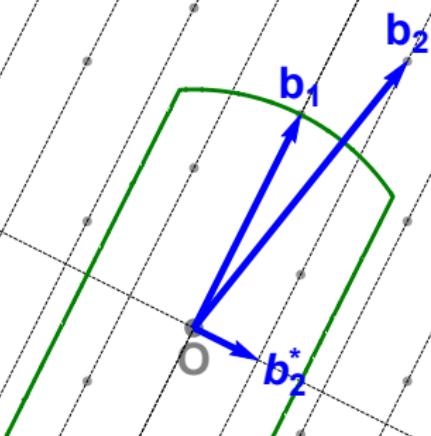
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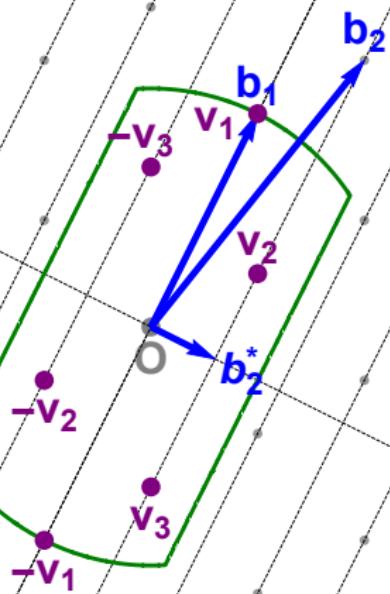
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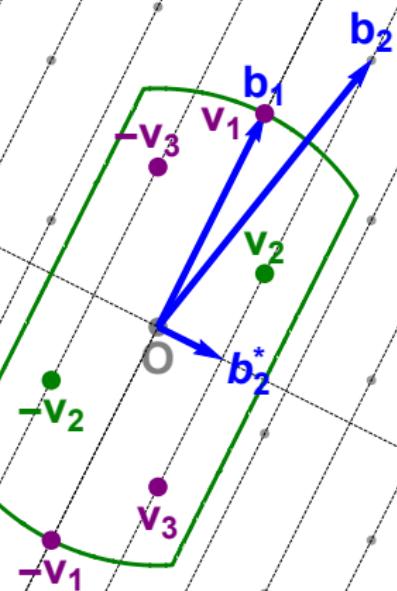
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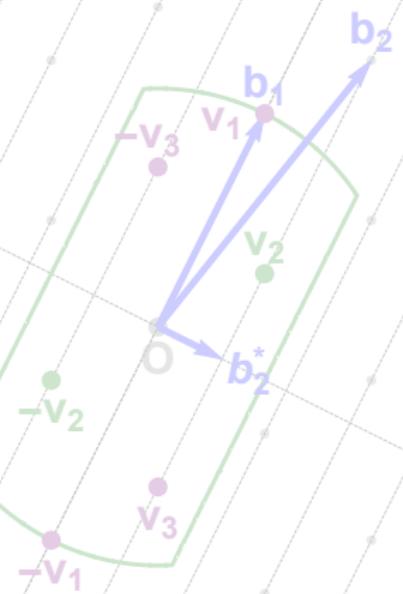
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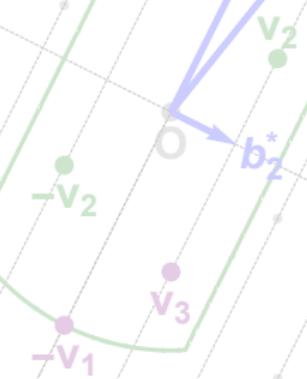


# Pruned enumeration

## Overview

*"Well-chosen bounding functions lead asymptotically to an exponential speedup of about  $2^{n/4}$  over basic enumeration, maintaining a success probability  $\geq 95\%$ ."*

– Gama et al., EUROCRYPT'10



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*"With extreme pruning, the probability of finding the desired vector is actually rather low (say, 0.1%), but surprisingly, the running time of the enumeration is reduced by a much more significant factor (say, much more than 1000)."*

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# Outline

## Enumeration algorithms

- Fincke-Pohst enumeration
- Kannan enumeration
- Pruning the enumeration tree

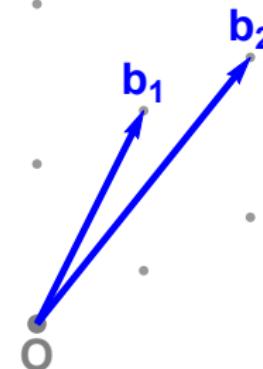
## The Voronoi cell algorithm

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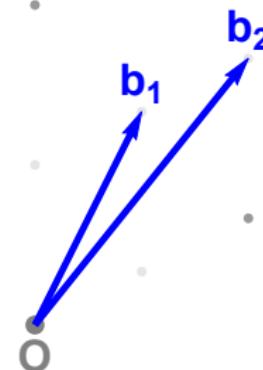
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1. Construct the Voronoi cell of  $\mathcal{L}$



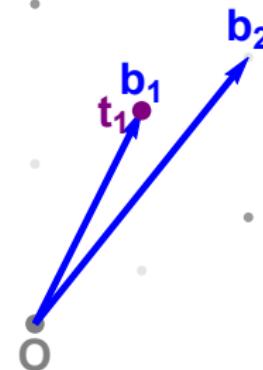
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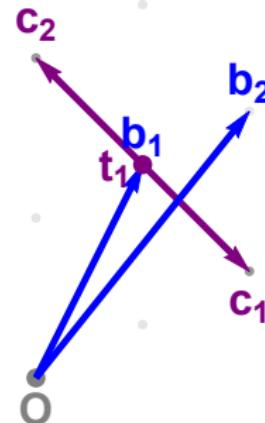
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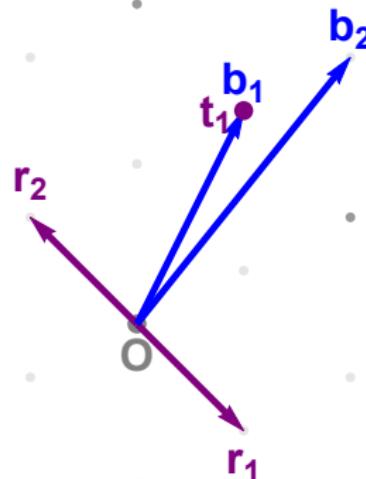
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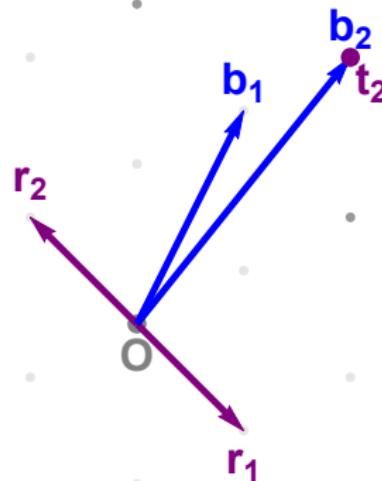
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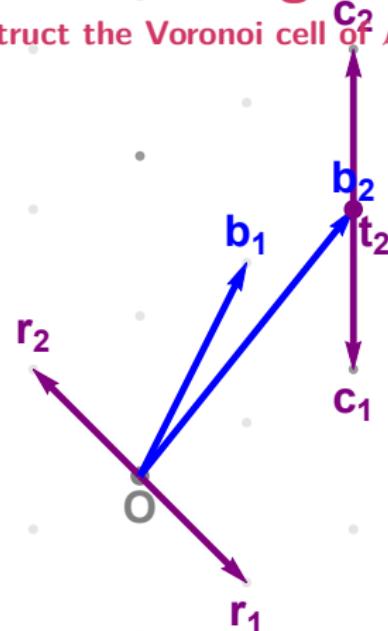
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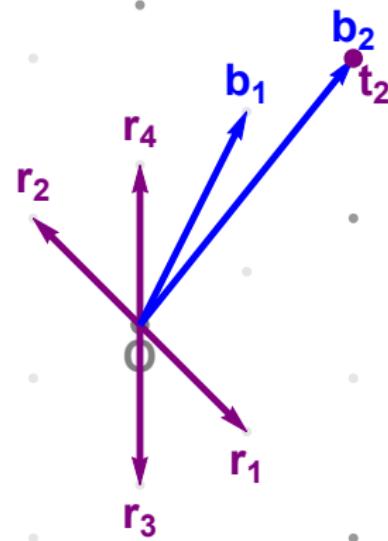
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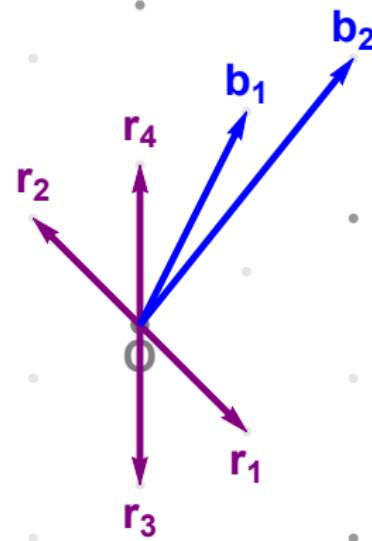
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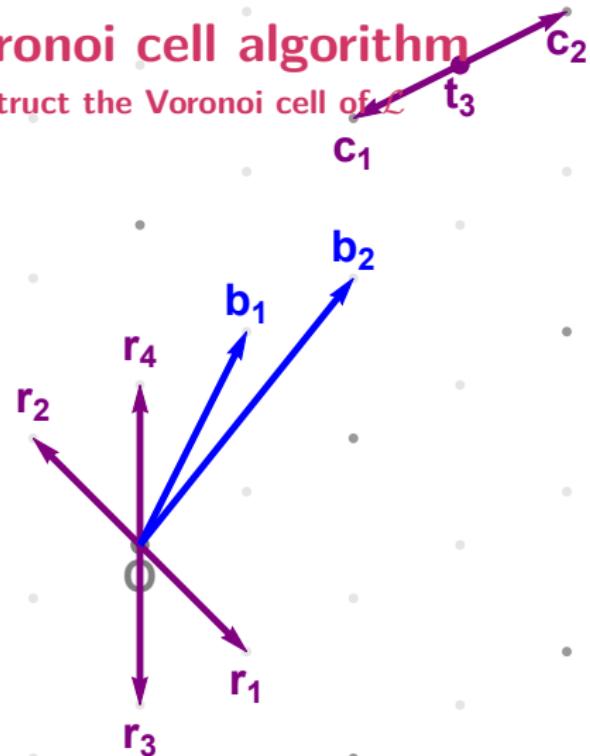
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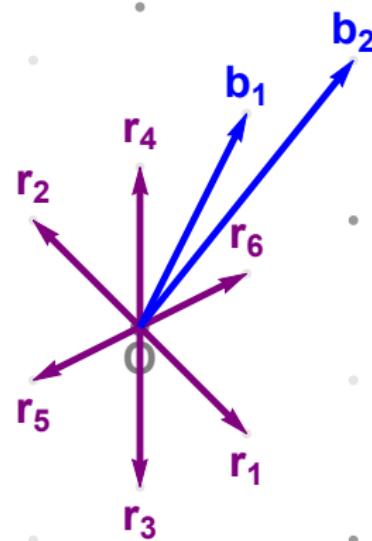
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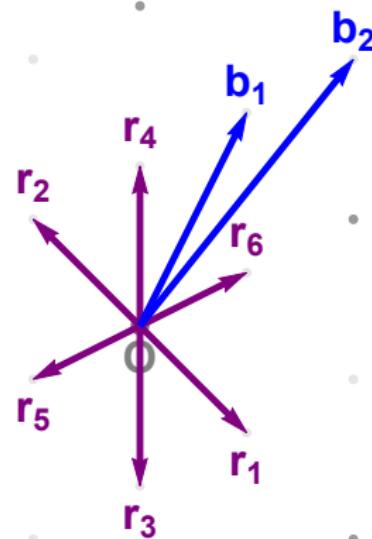
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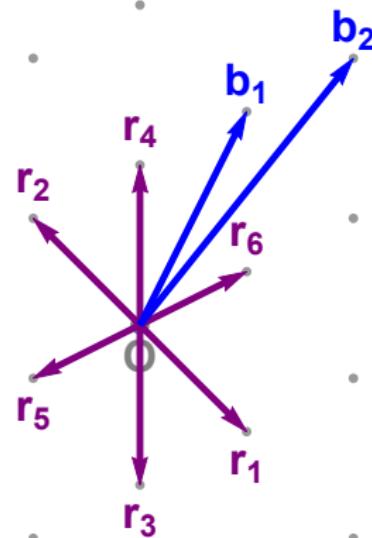
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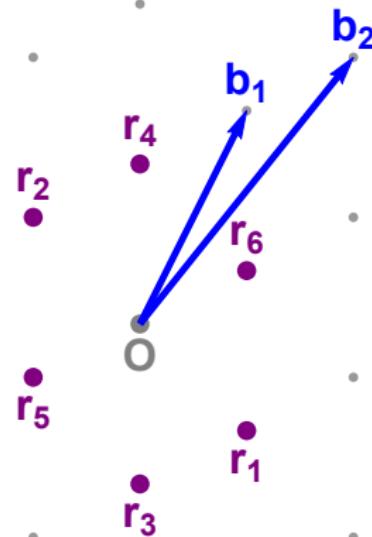
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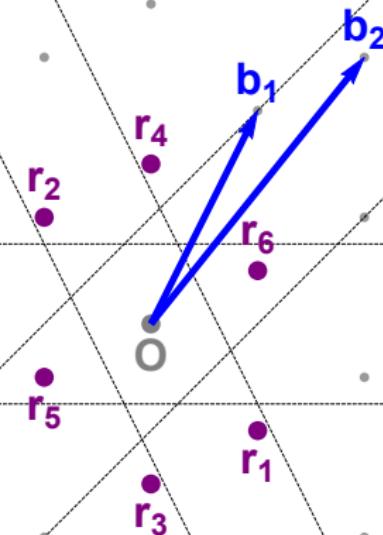
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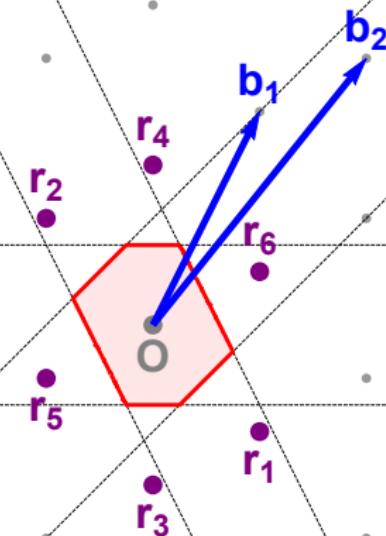
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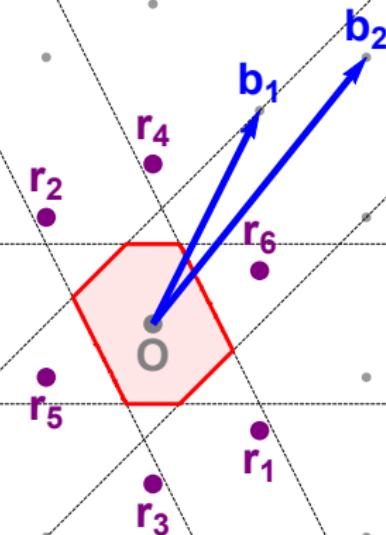
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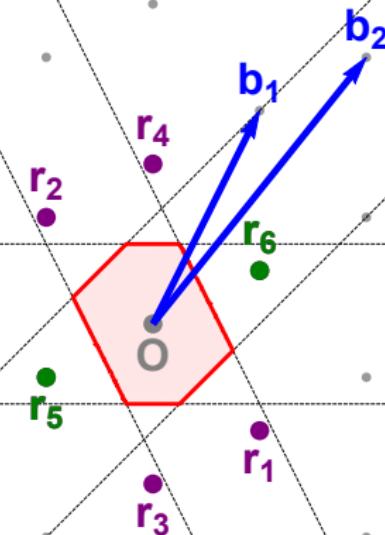
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2. Find a shortest vector among the relevant vectors



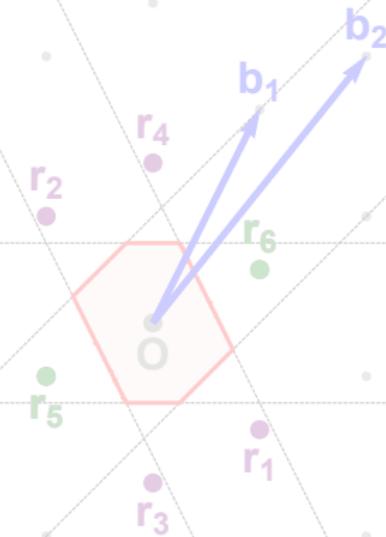
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# The Voronoi cell algorithm

## Overview

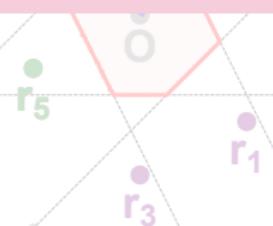


# The Voronoi cell algorithm

## Overview

Theorem (Micciancio and Voulgaris, SODA'10)

The Voronoi cell algorithm runs in time  $2^{2n+o(n)}$  and space  $2^{n+o(n)}$ .



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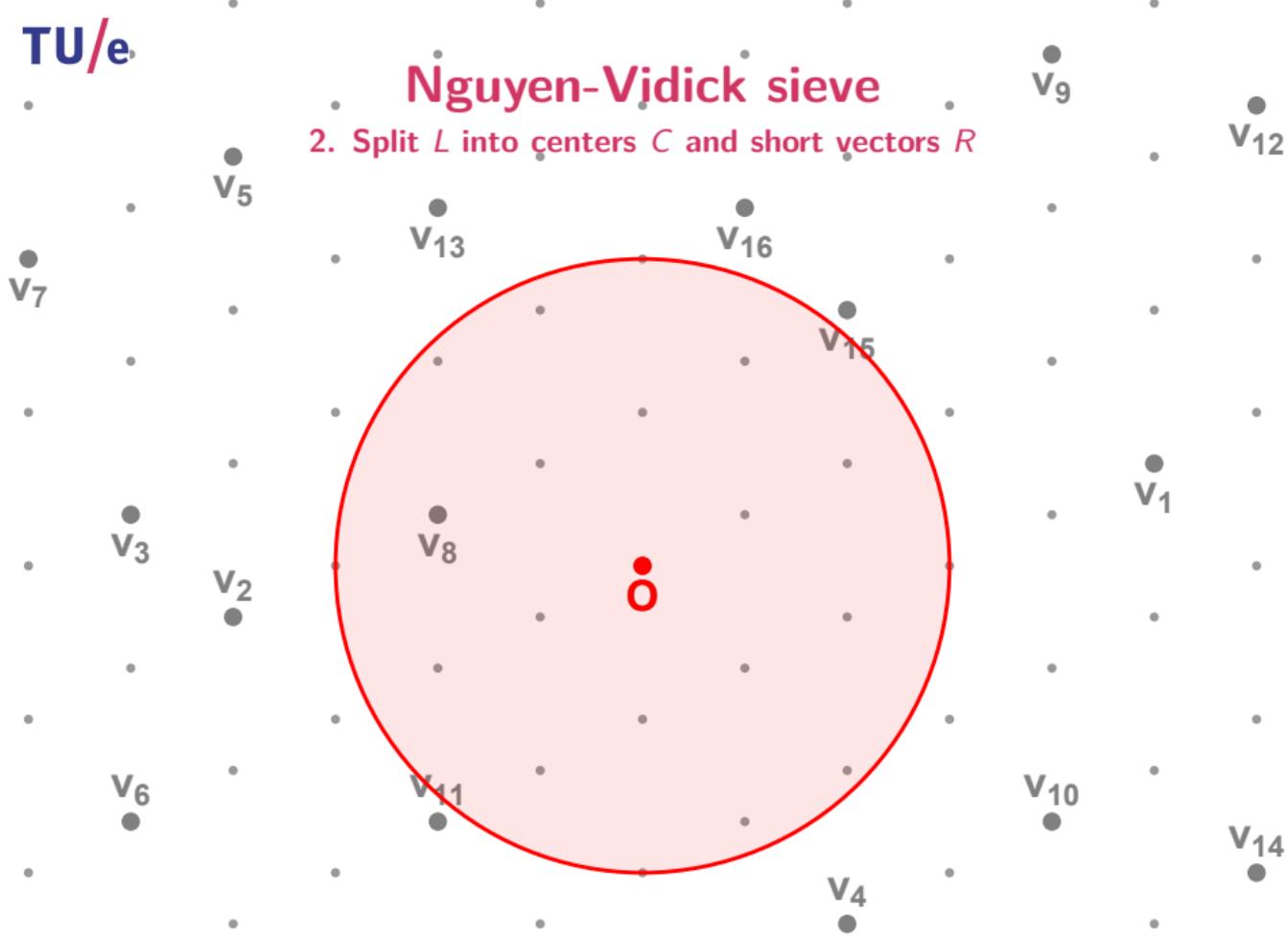
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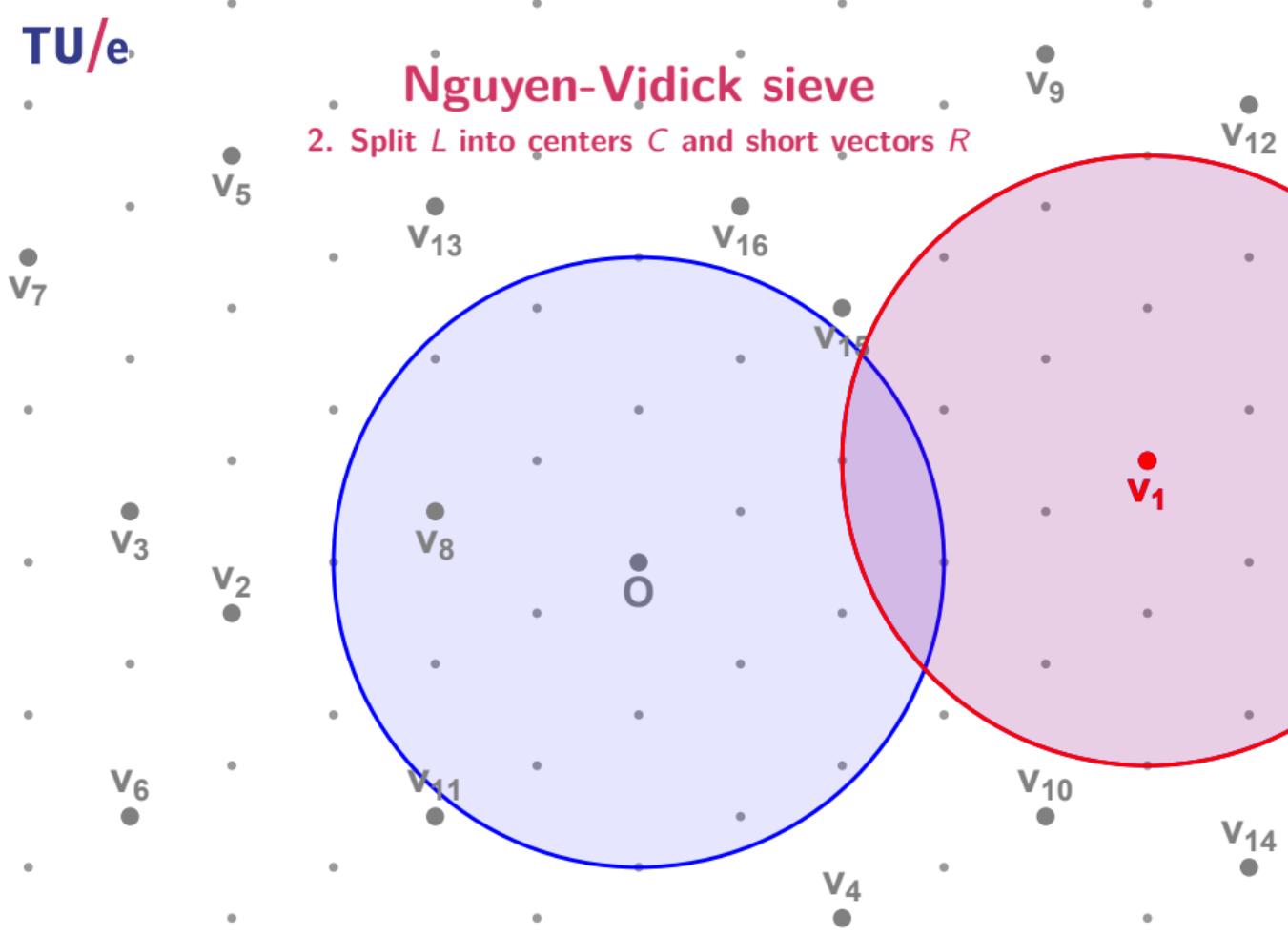
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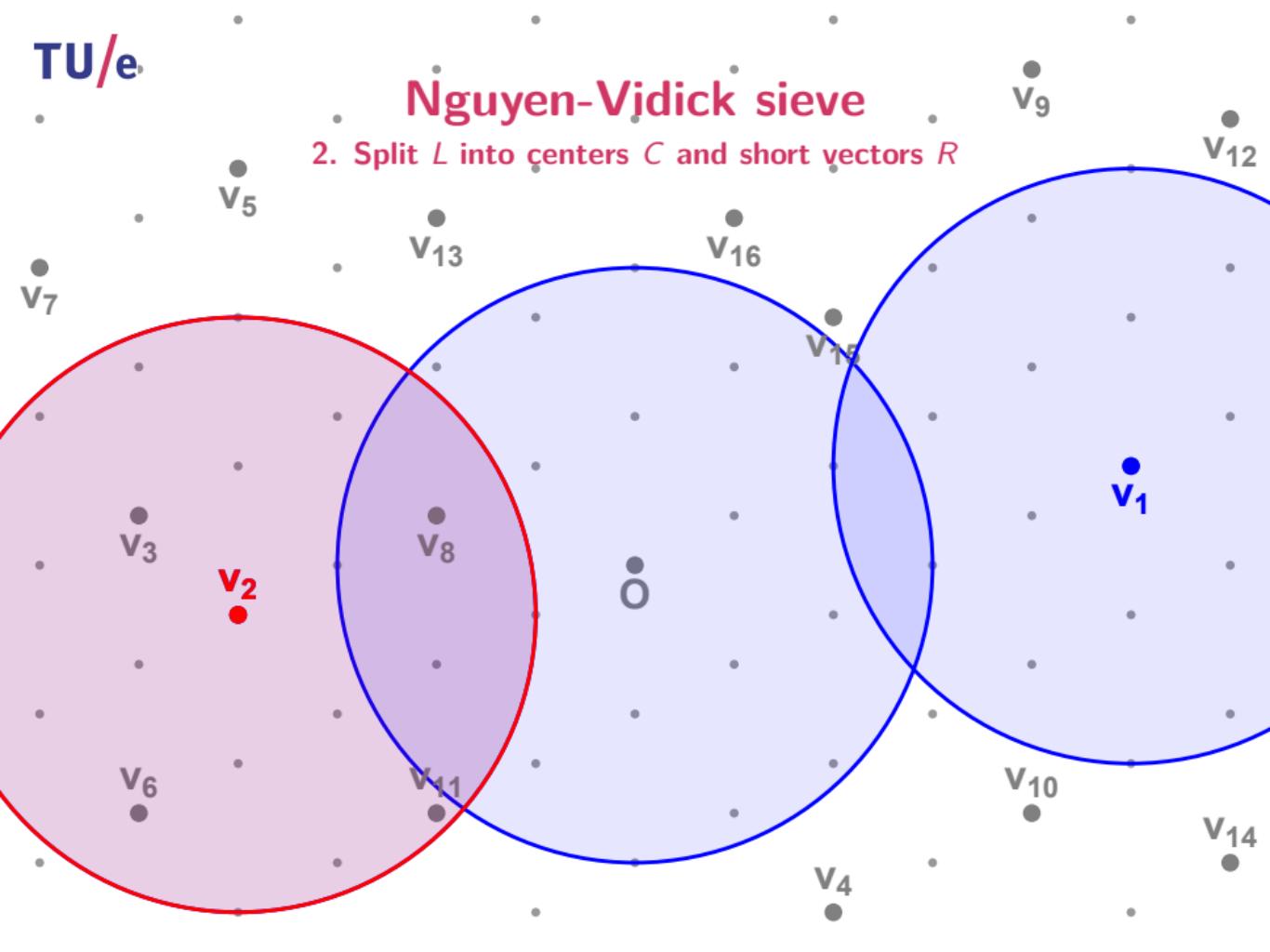
## Nguyen-Vidick sieve

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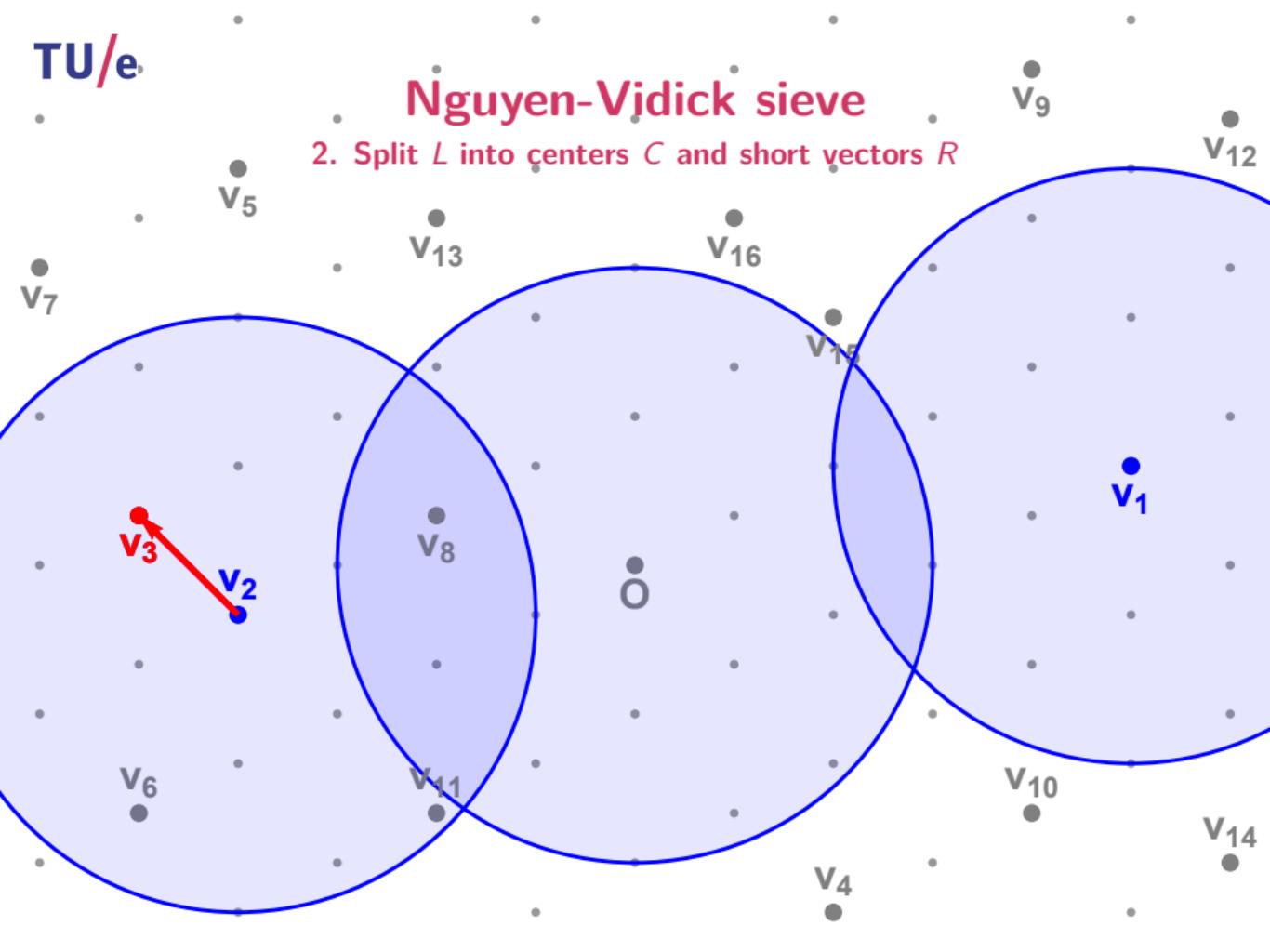
# Nguyen-Vidick sieve

2. Split  $L$  into centers  $C$  and short vectors  $R$



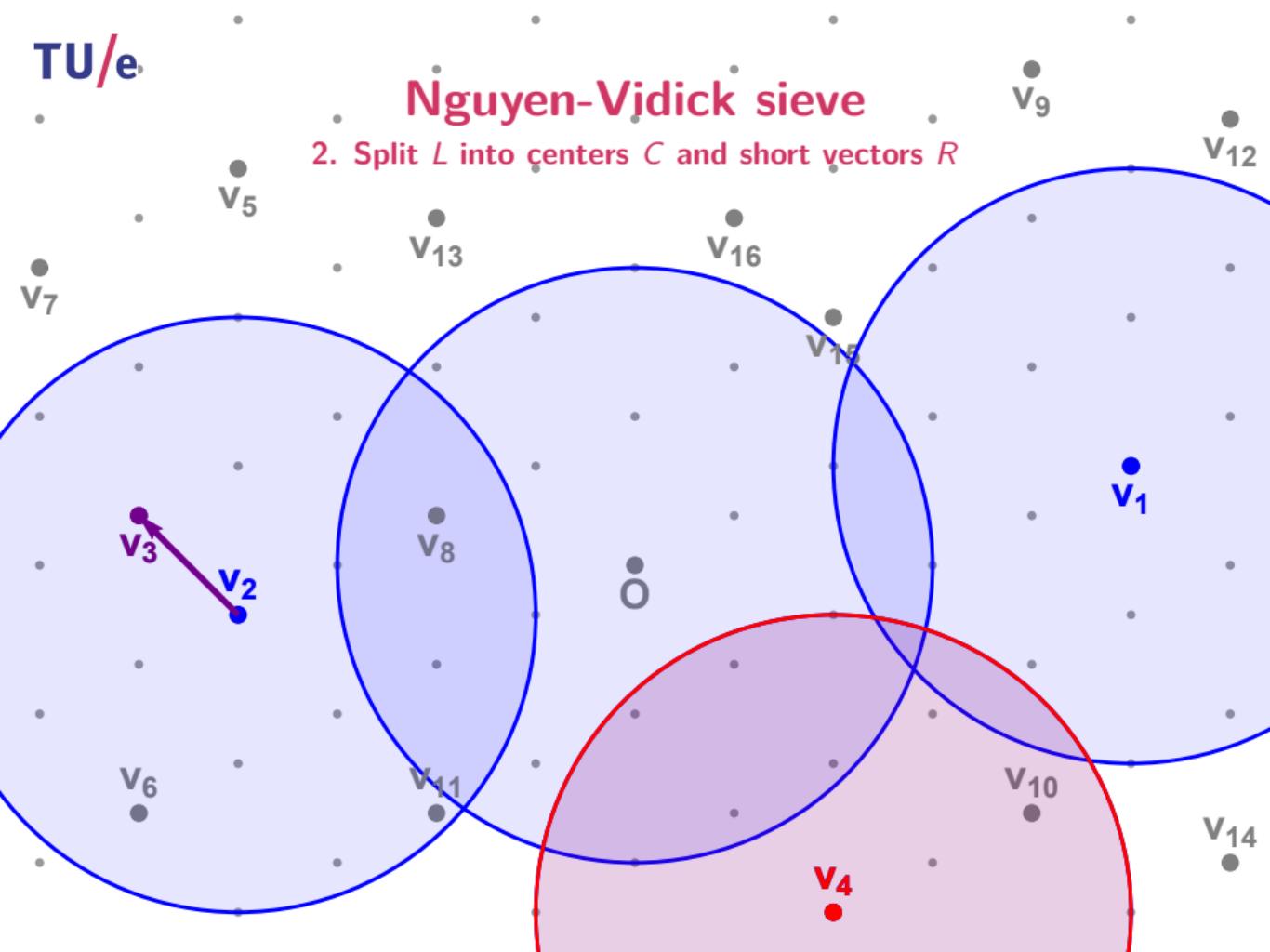
## Nguyen-Vidick sieve

2. Split  $L$  into centers  $C$  and short vectors  $R$



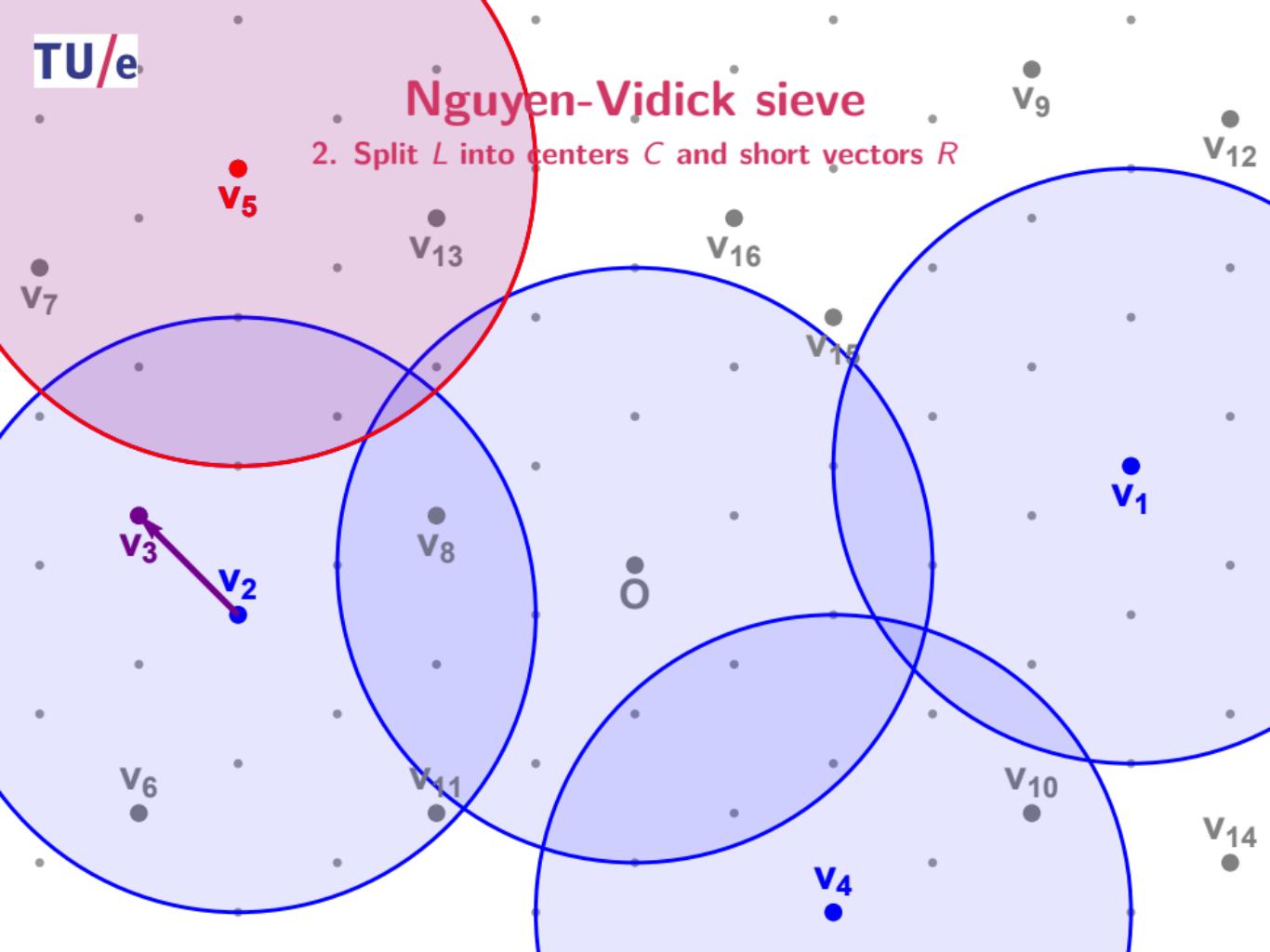
# Nguyen-Vidick sieve

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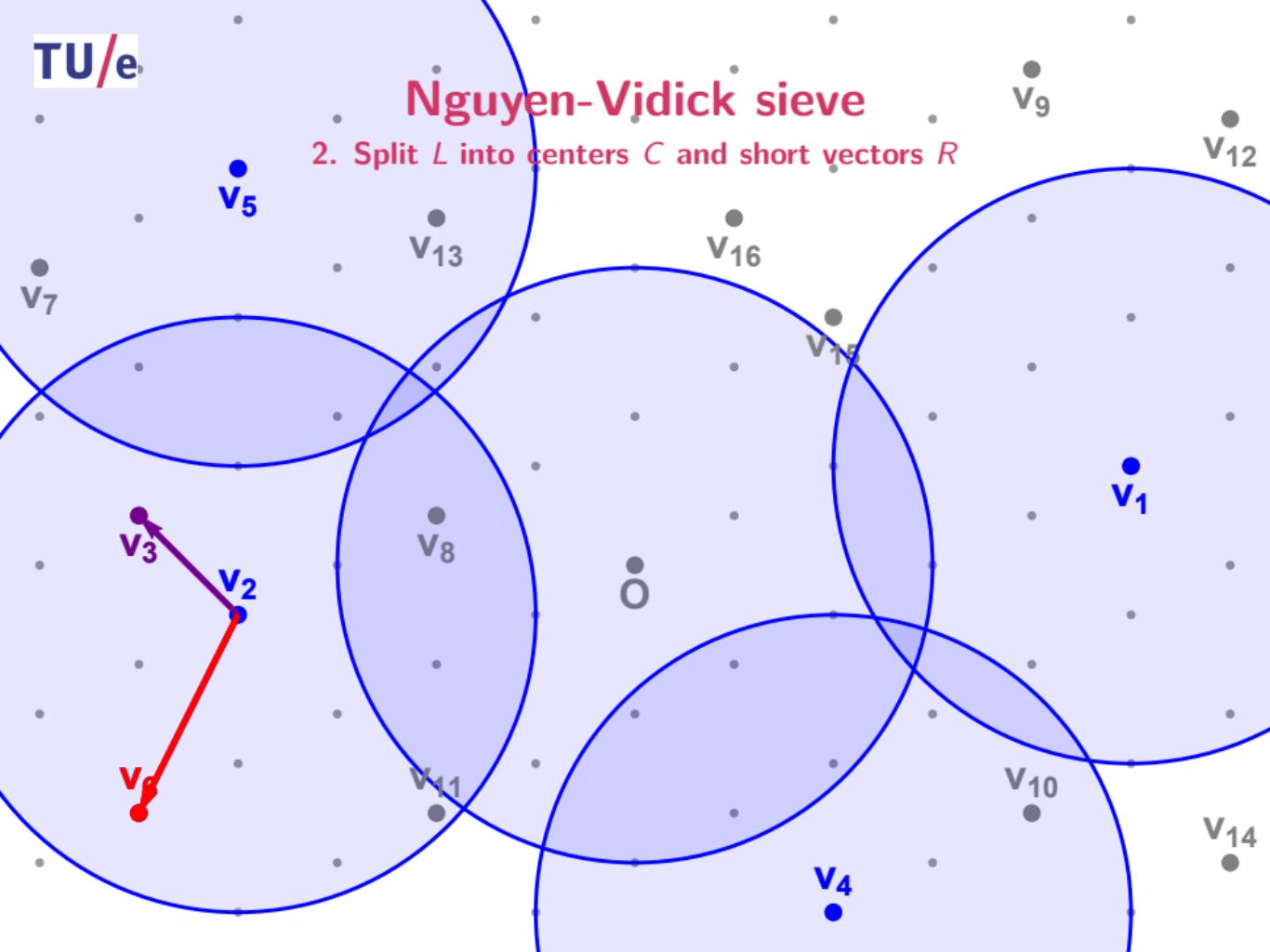
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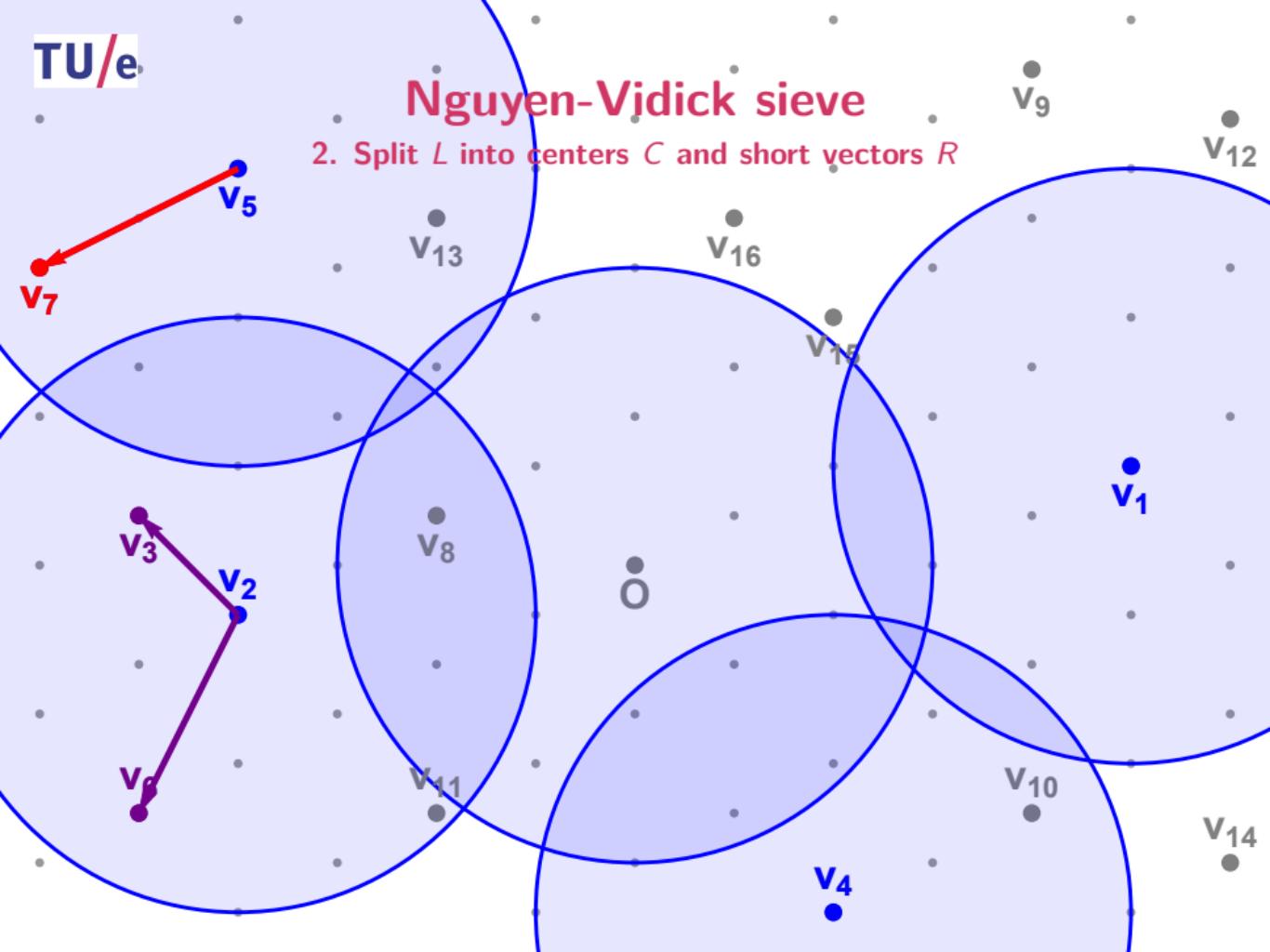
## Nguyen-Vidick sieve

2. Split  $L$  into centers  $C$  and short vectors  $R$



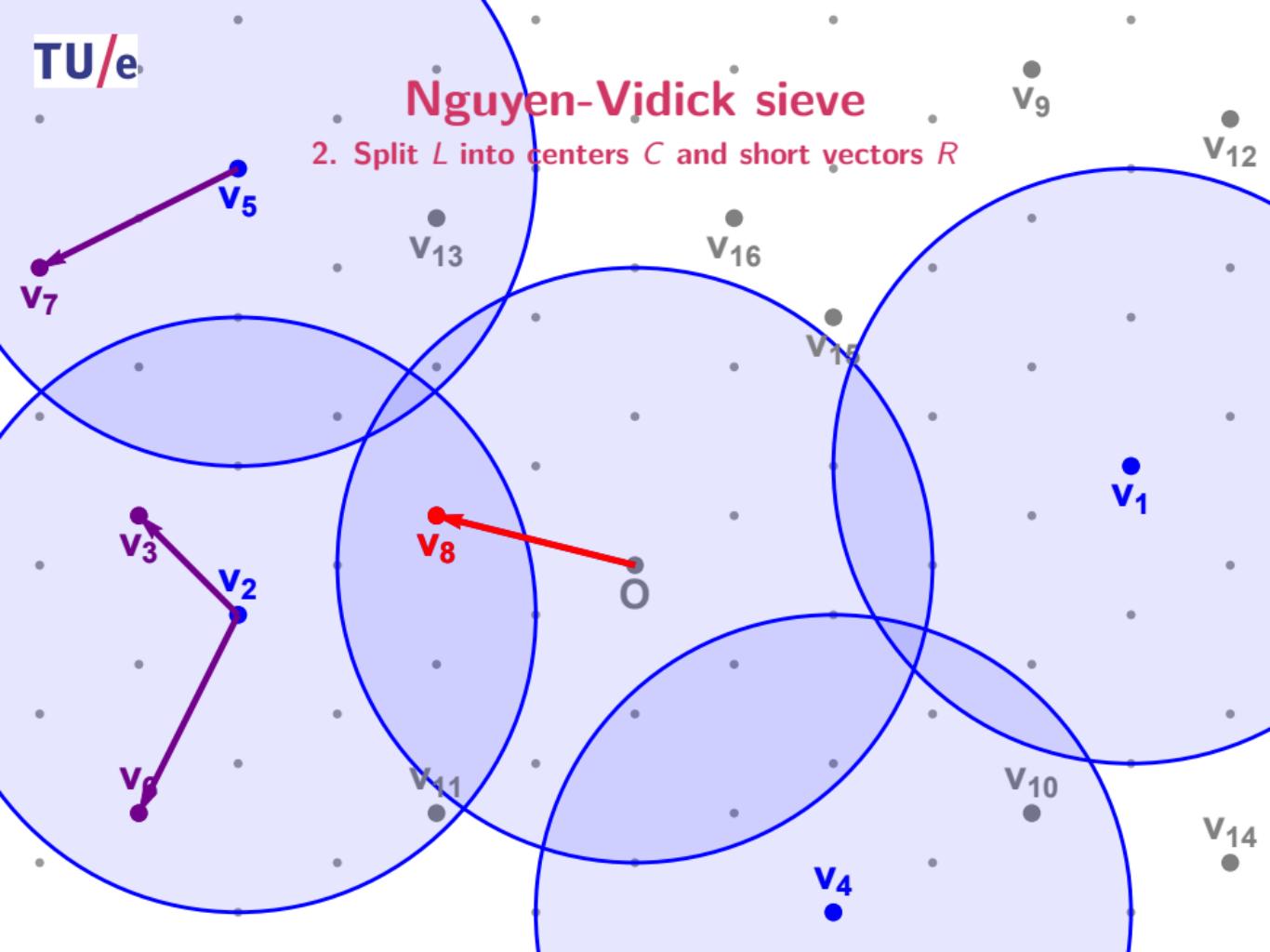
## Nguyen-Vidick sieve

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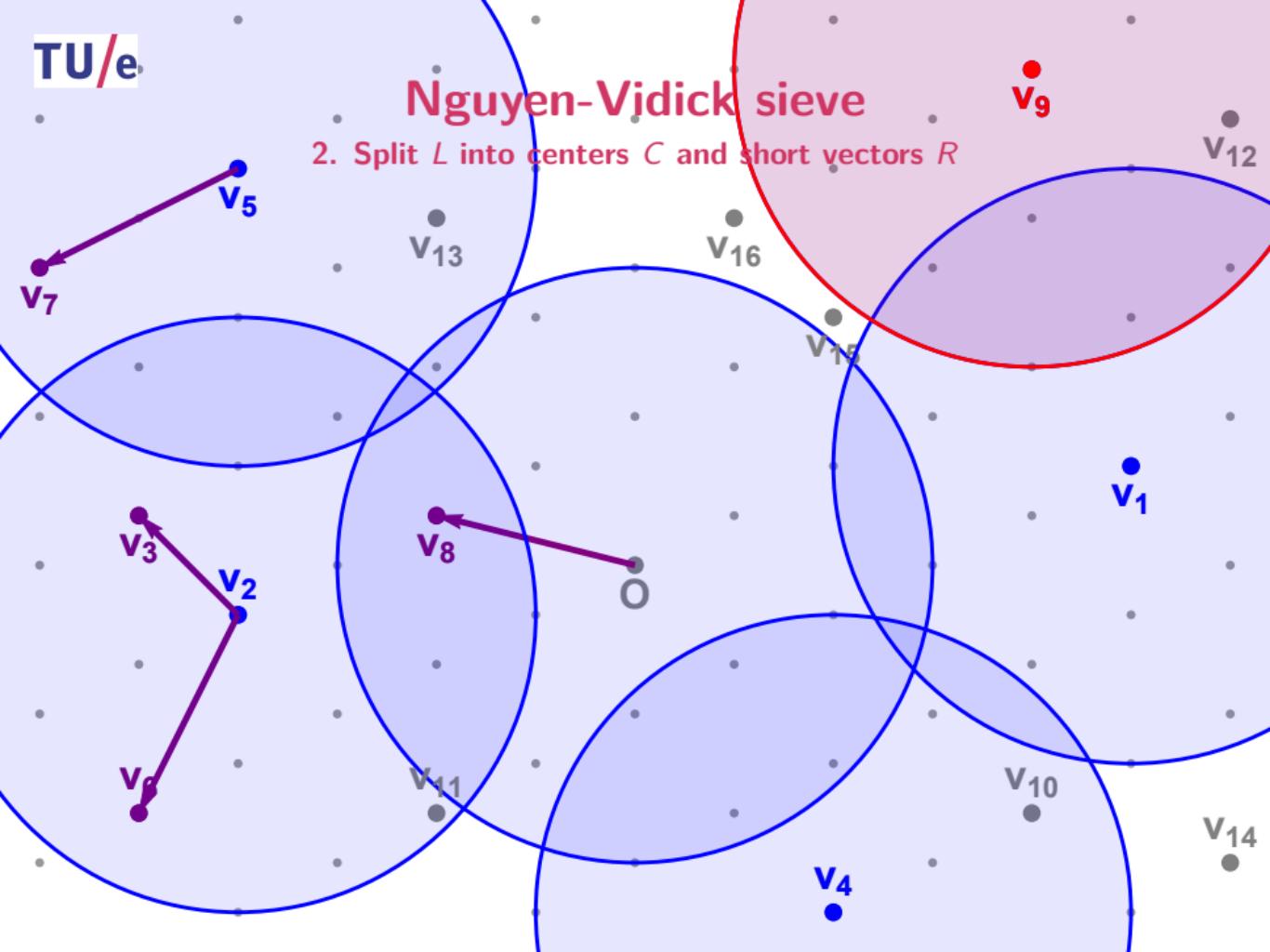
## Nguyen-Vidick sieve

2. Split  $L$  into centers  $C$  and short vectors  $R$



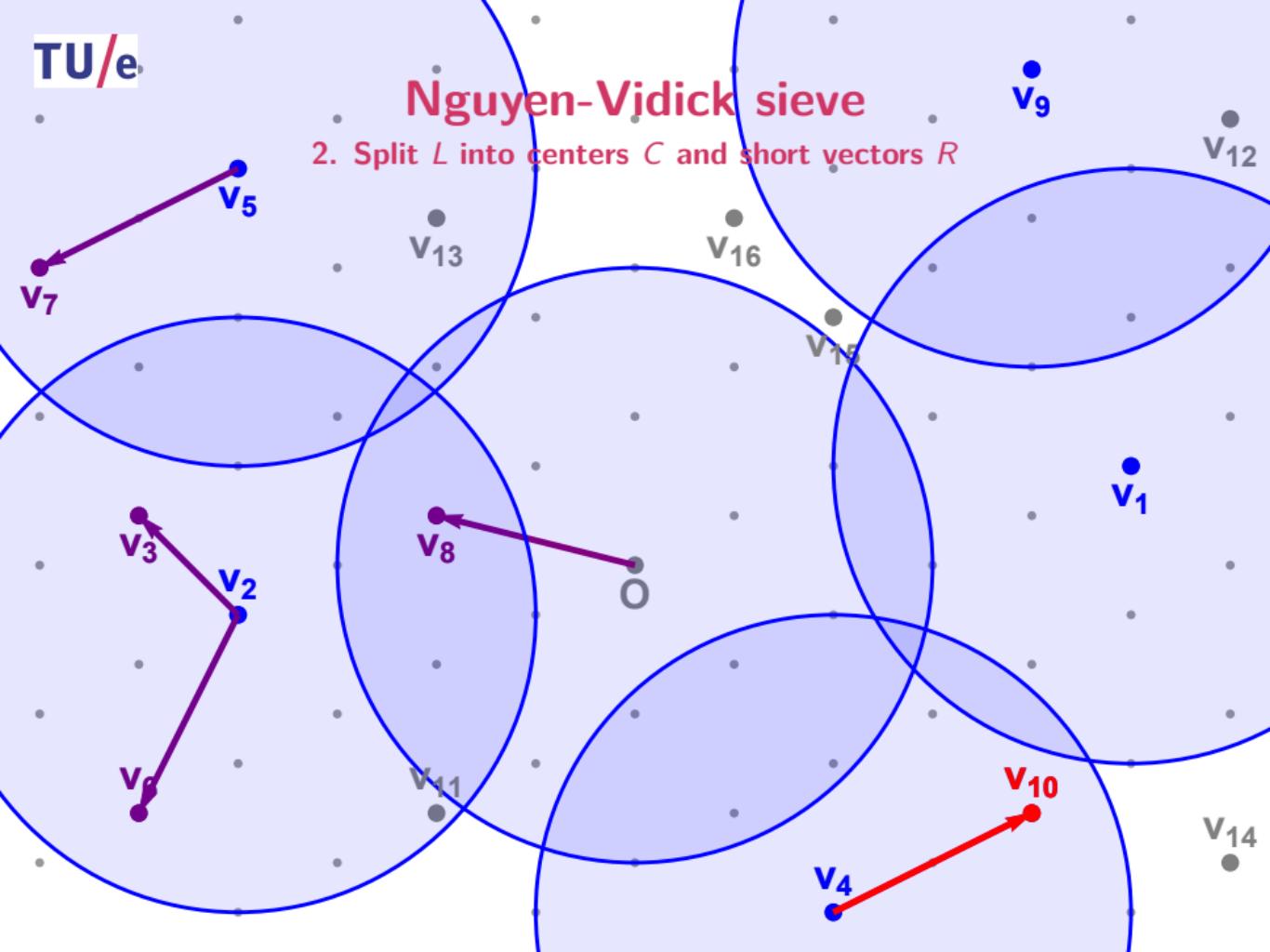
# Nguyen-Vidick sieve

2. Split  $L$  into centers  $C$  and short vectors  $R$



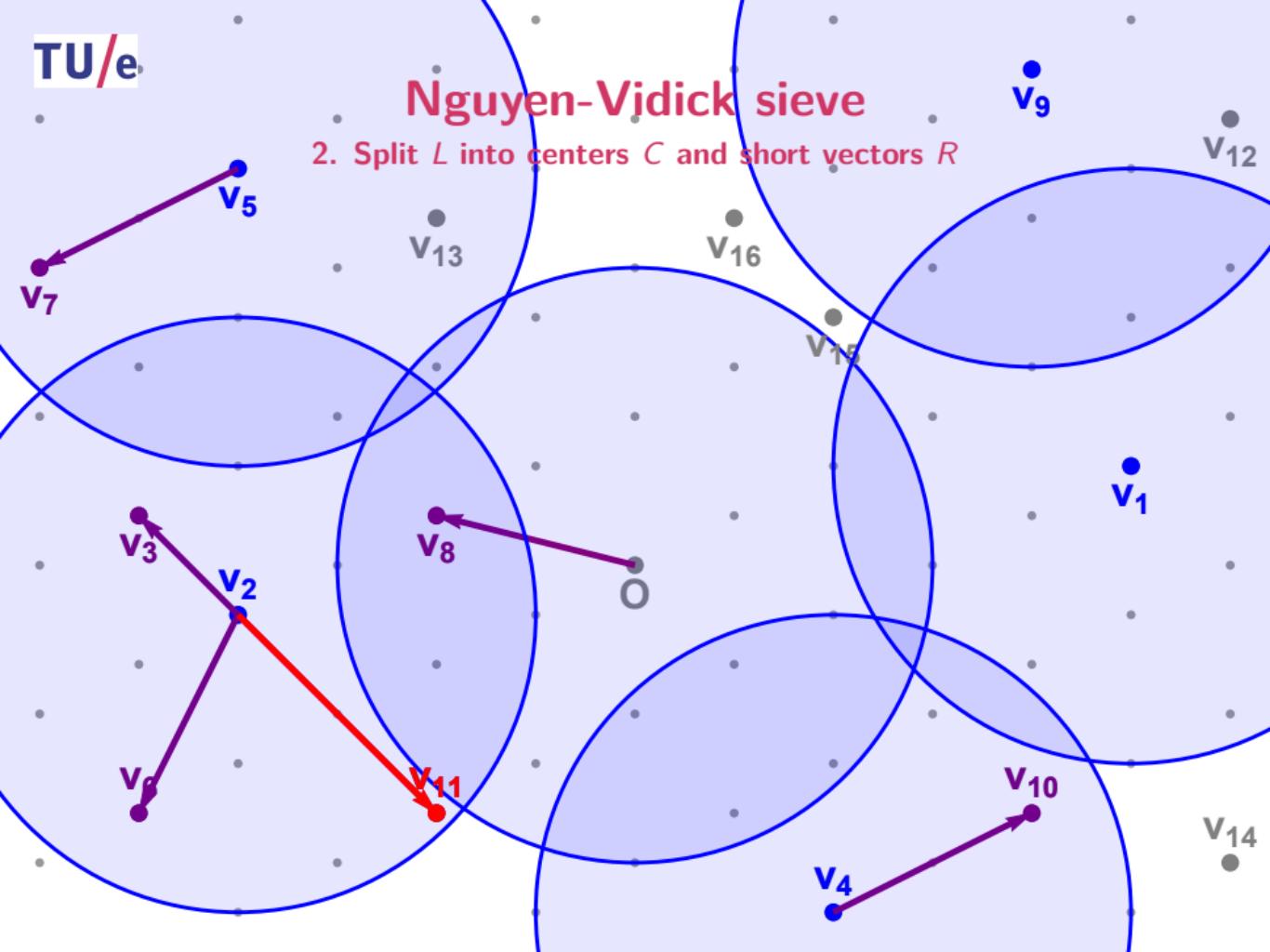
## Nguyen-Vidick sieve

2. Split  $L$  into centers  $C$  and short vectors  $R$



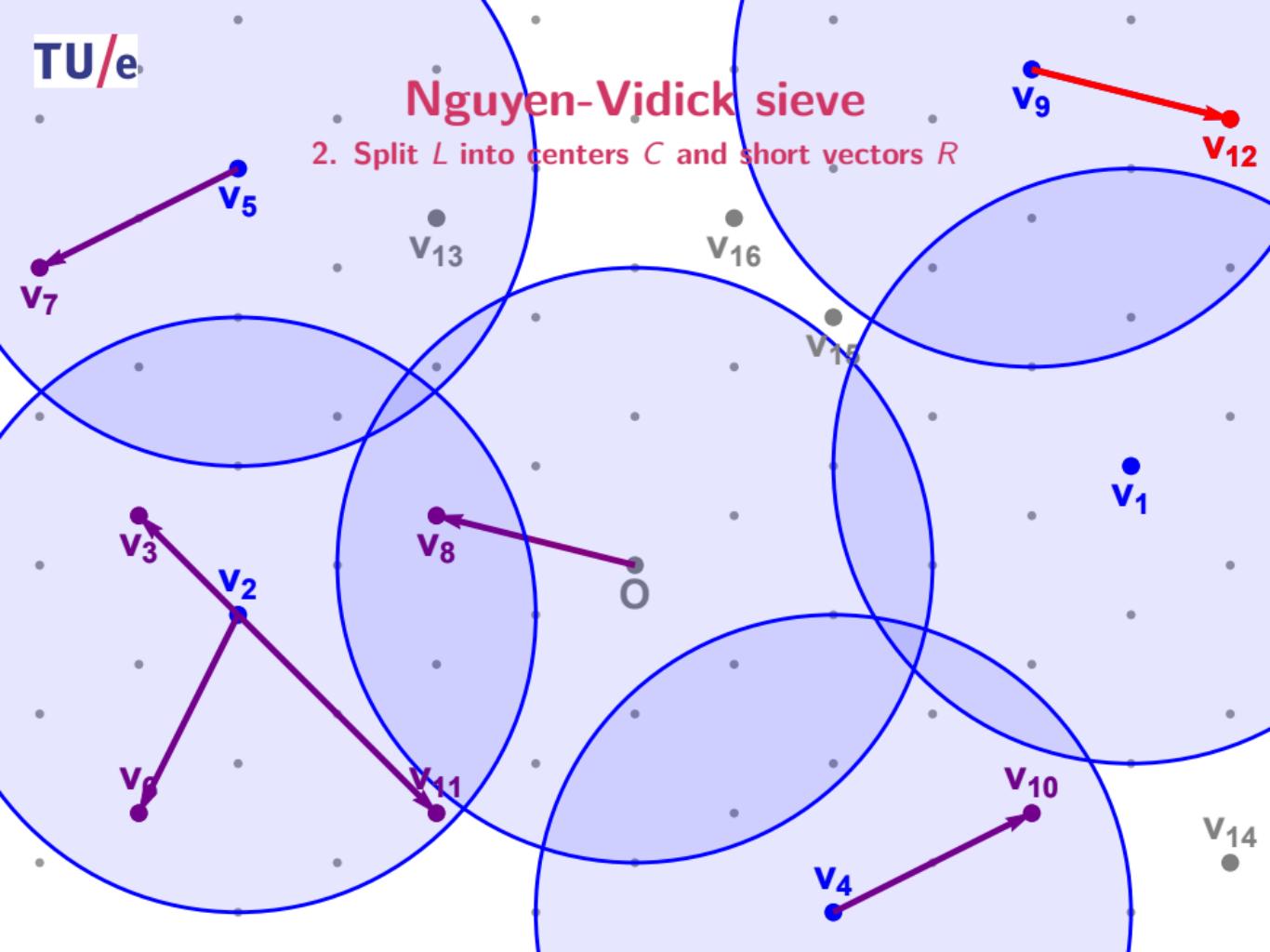
## Nguyen-Vidick sieve

2. Split  $L$  into centers  $C$  and short vectors  $R$



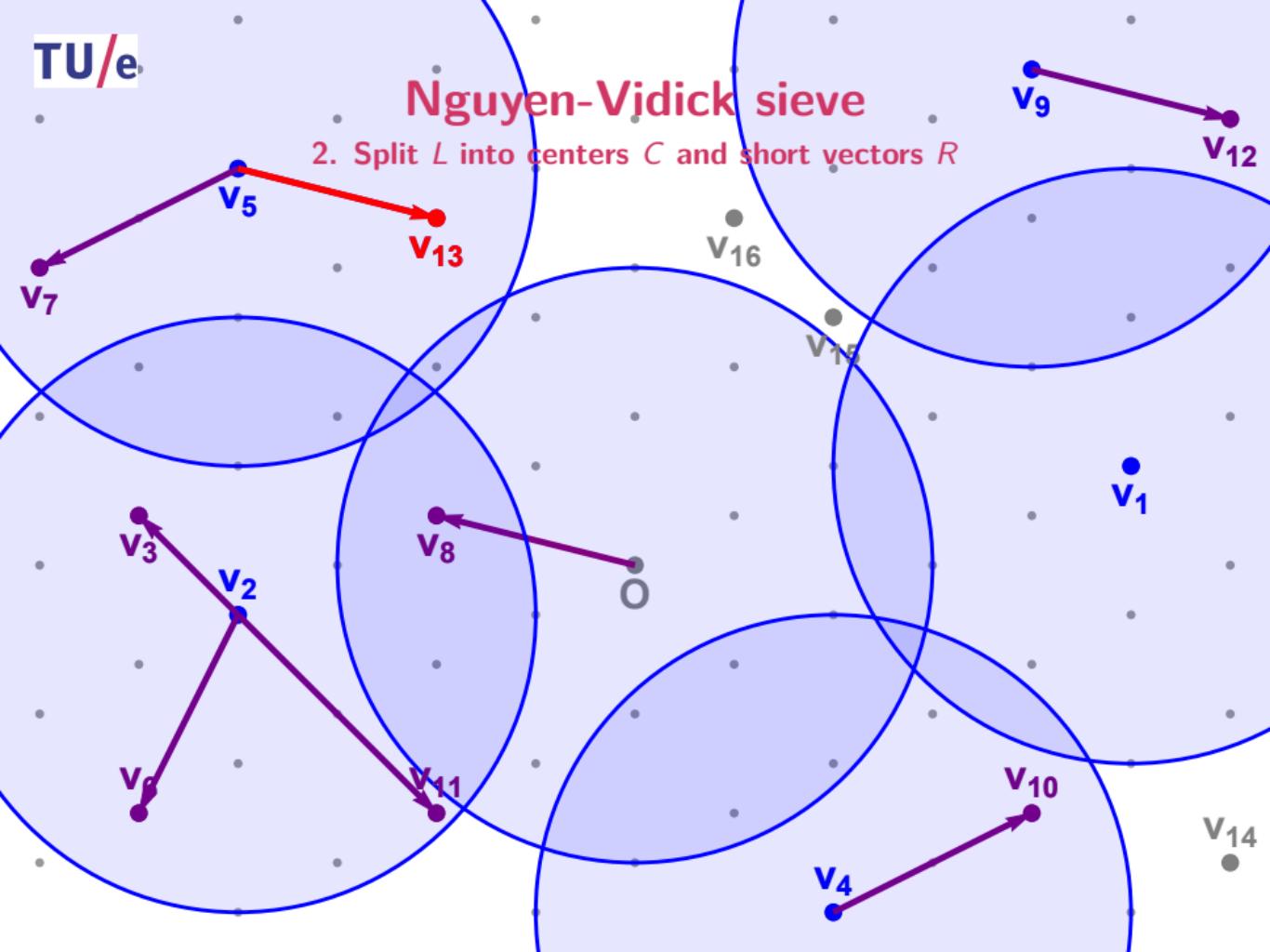
# Nguyen-Vidick sieve

2. Split  $L$  into centers  $C$  and short vectors  $R$



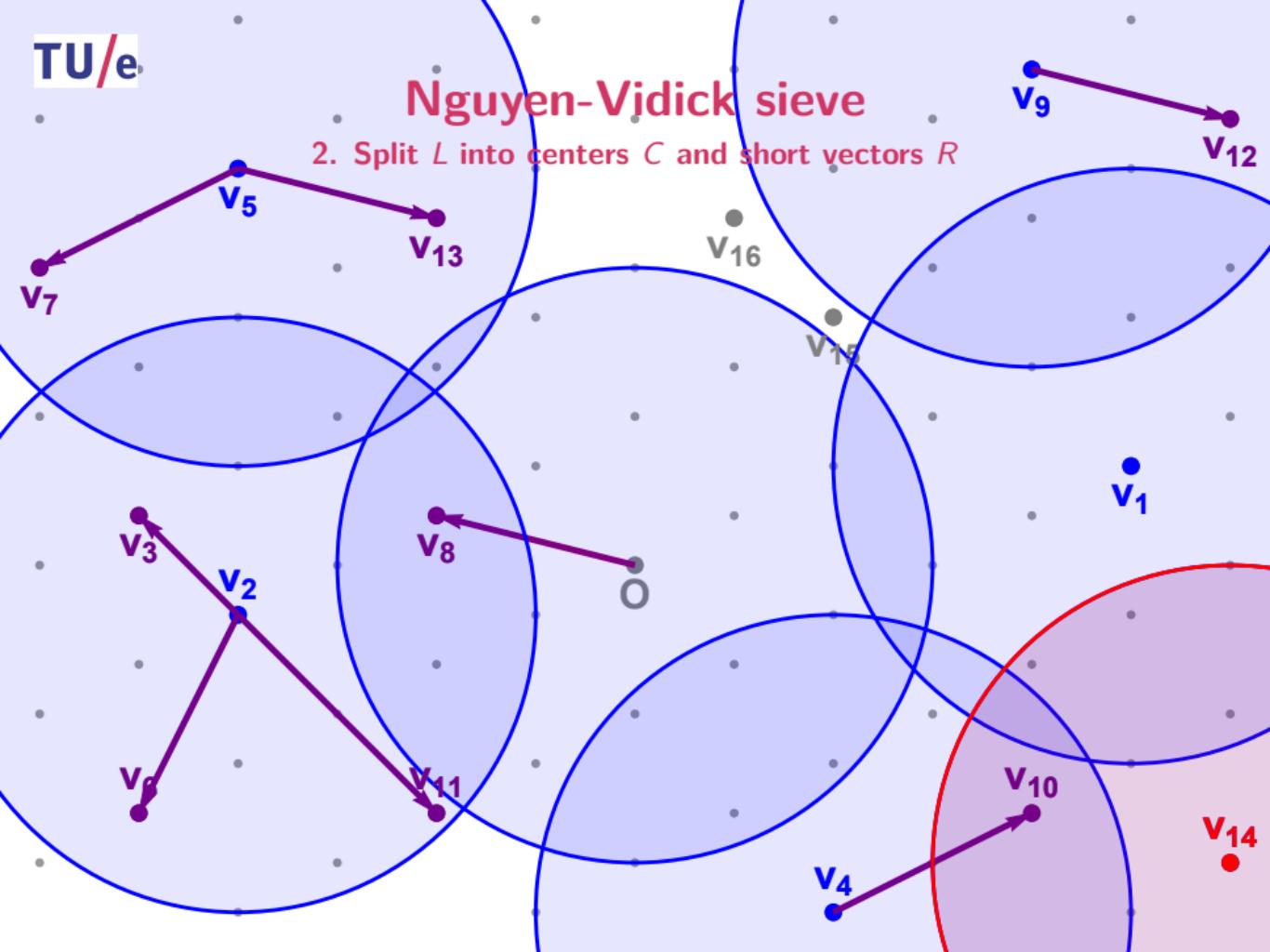
## Nguyen-Vidick sieve

2. Split  $L$  into centers  $C$  and short vectors  $R$



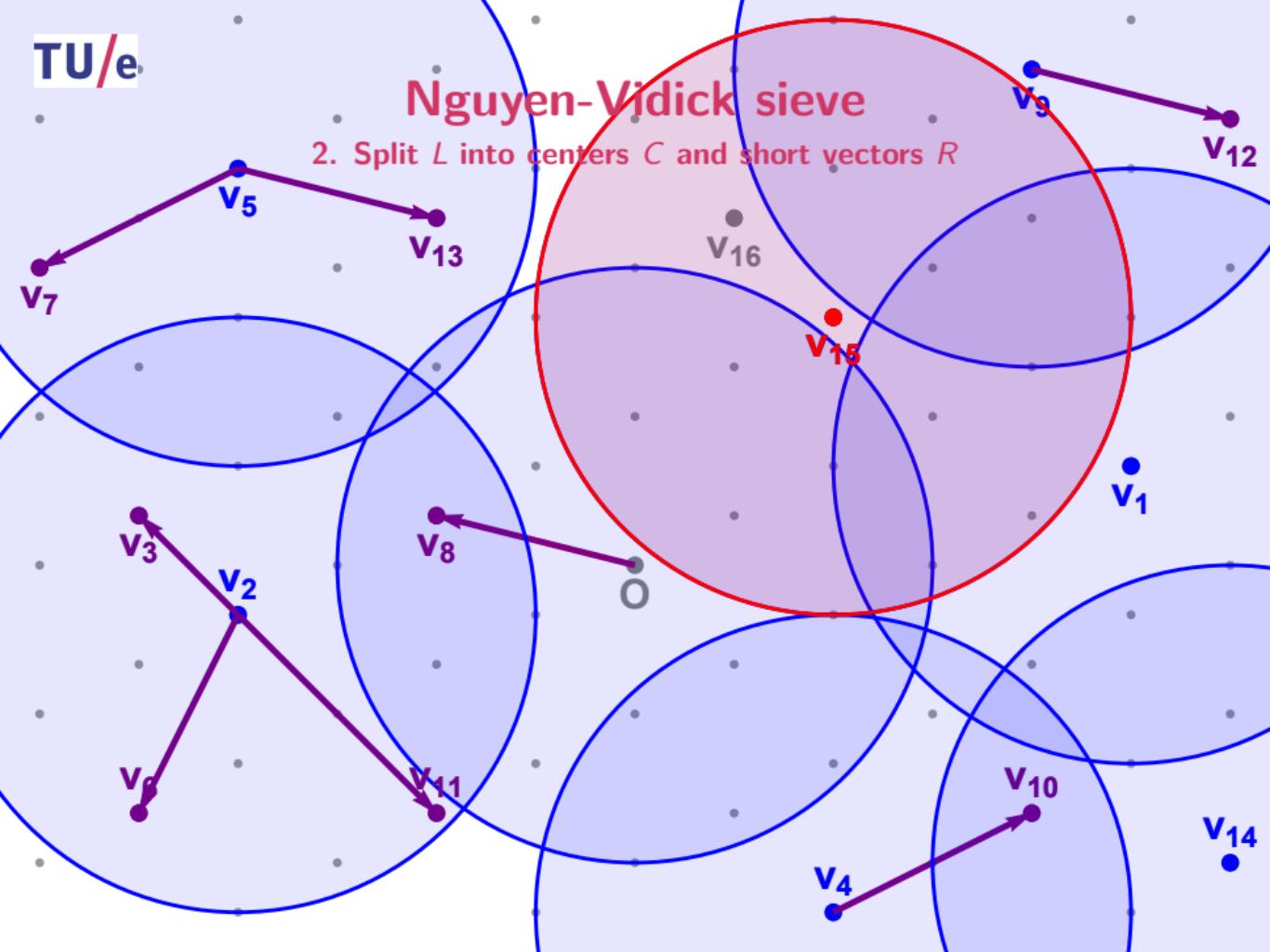
# Nguyen-Vidick sieve

2. Split  $L$  into centers  $C$  and short vectors  $R$



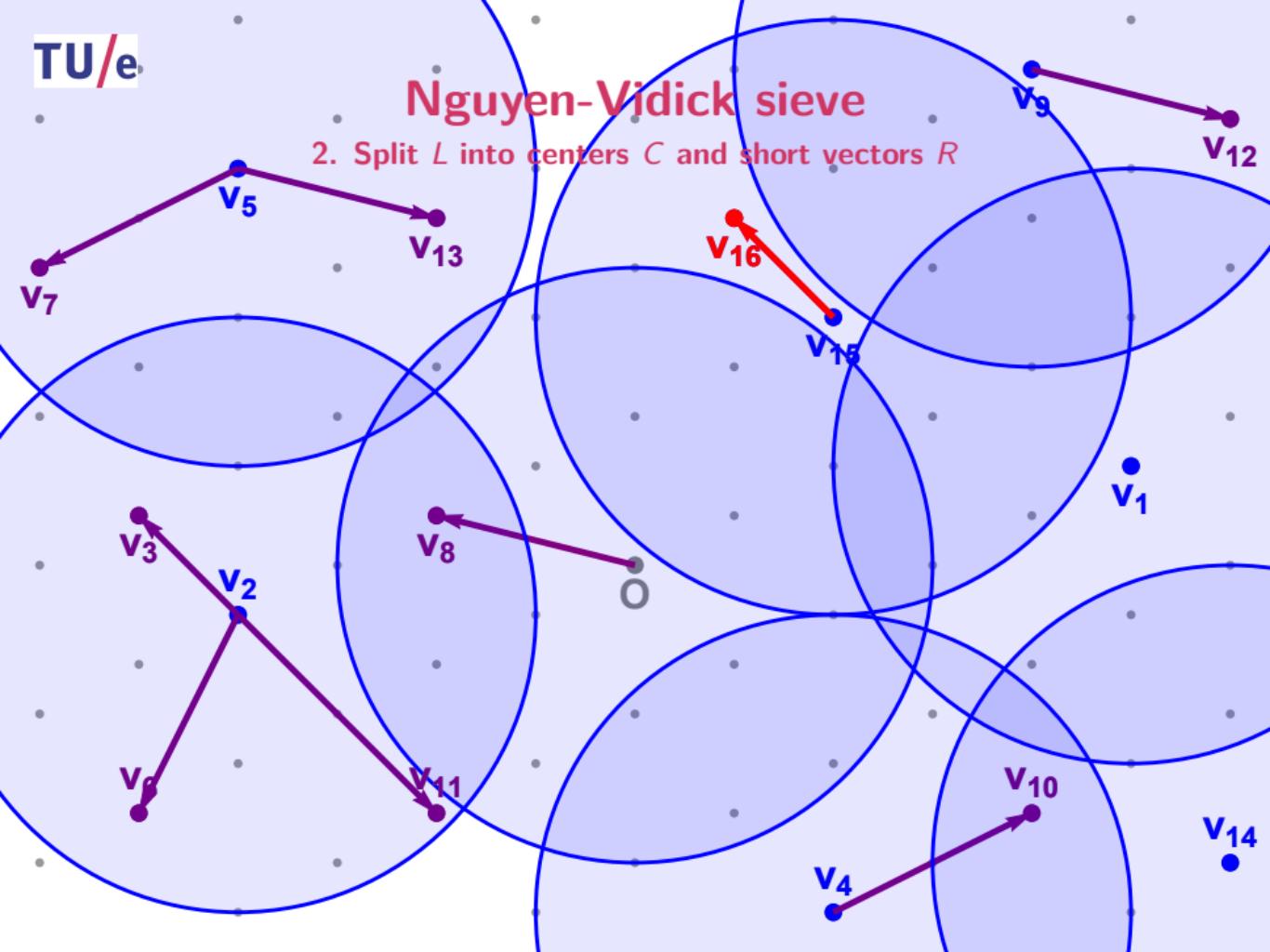
# Nguyen-Vidick sieve

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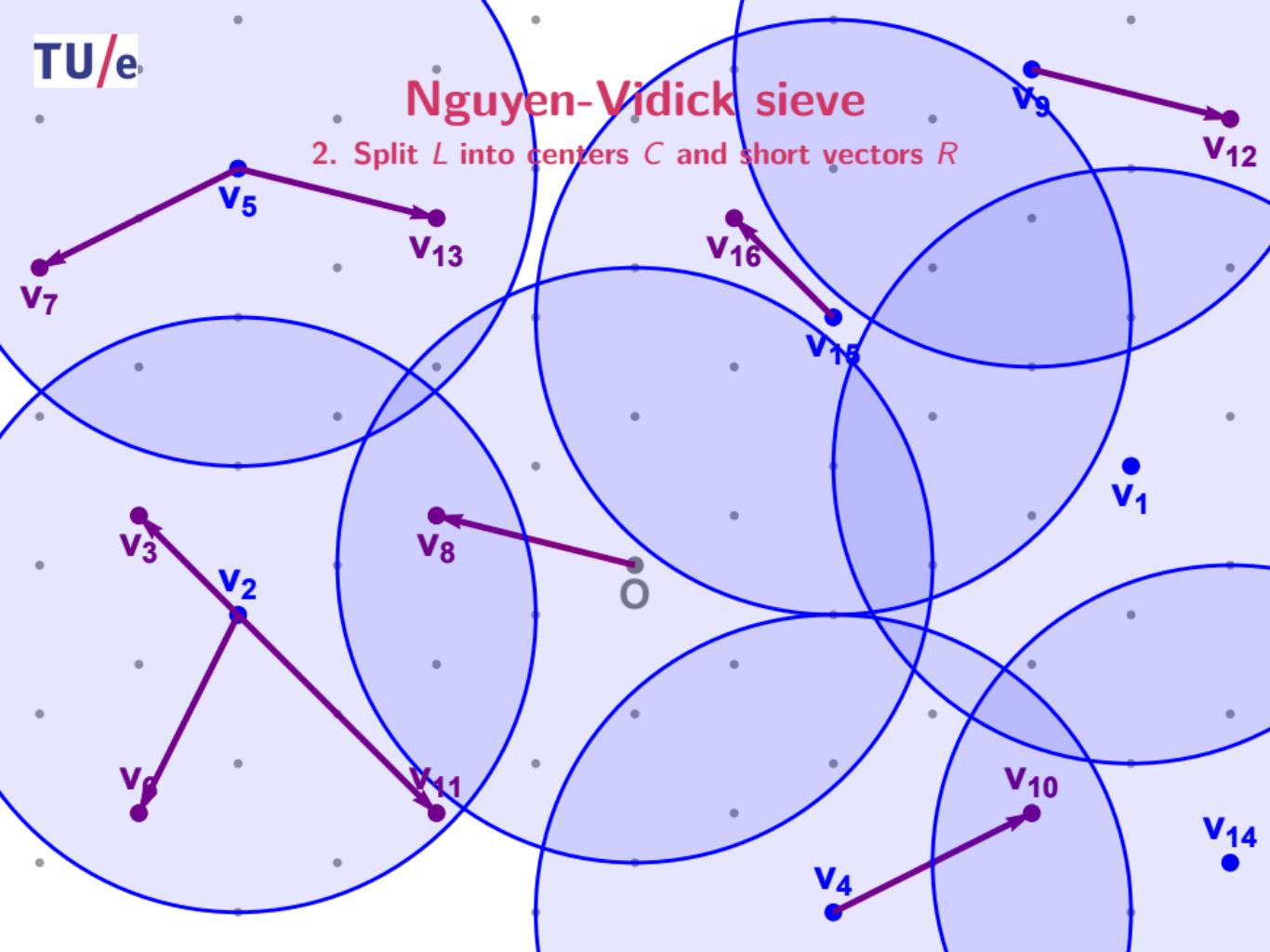
## Nguyen-Vidick sieve

2. Split  $L$  into centers  $C$  and short vectors  $R$



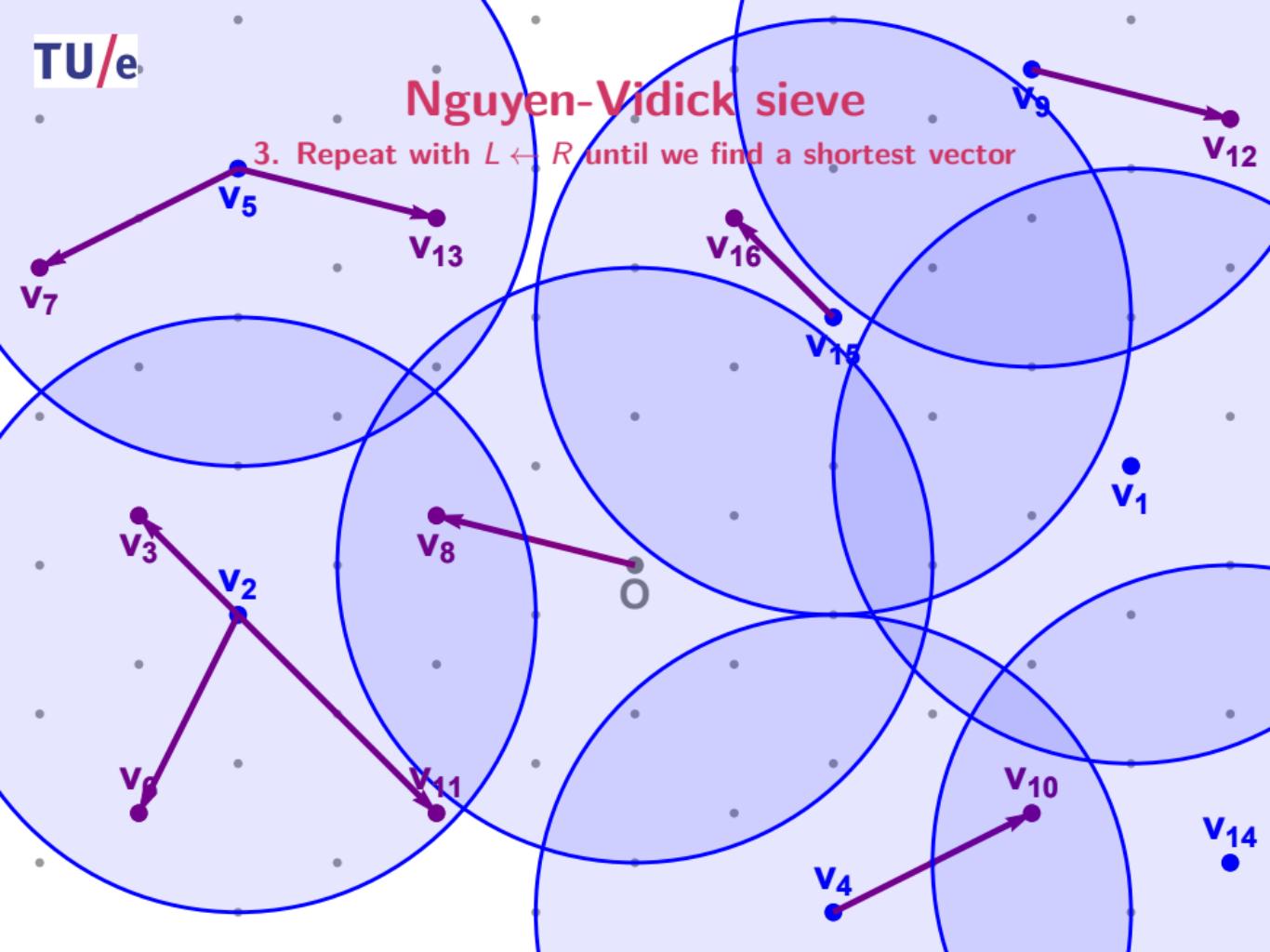
## Nguyen-Vidick sieve

2. Split  $L$  into centers  $C$  and short vectors  $R$



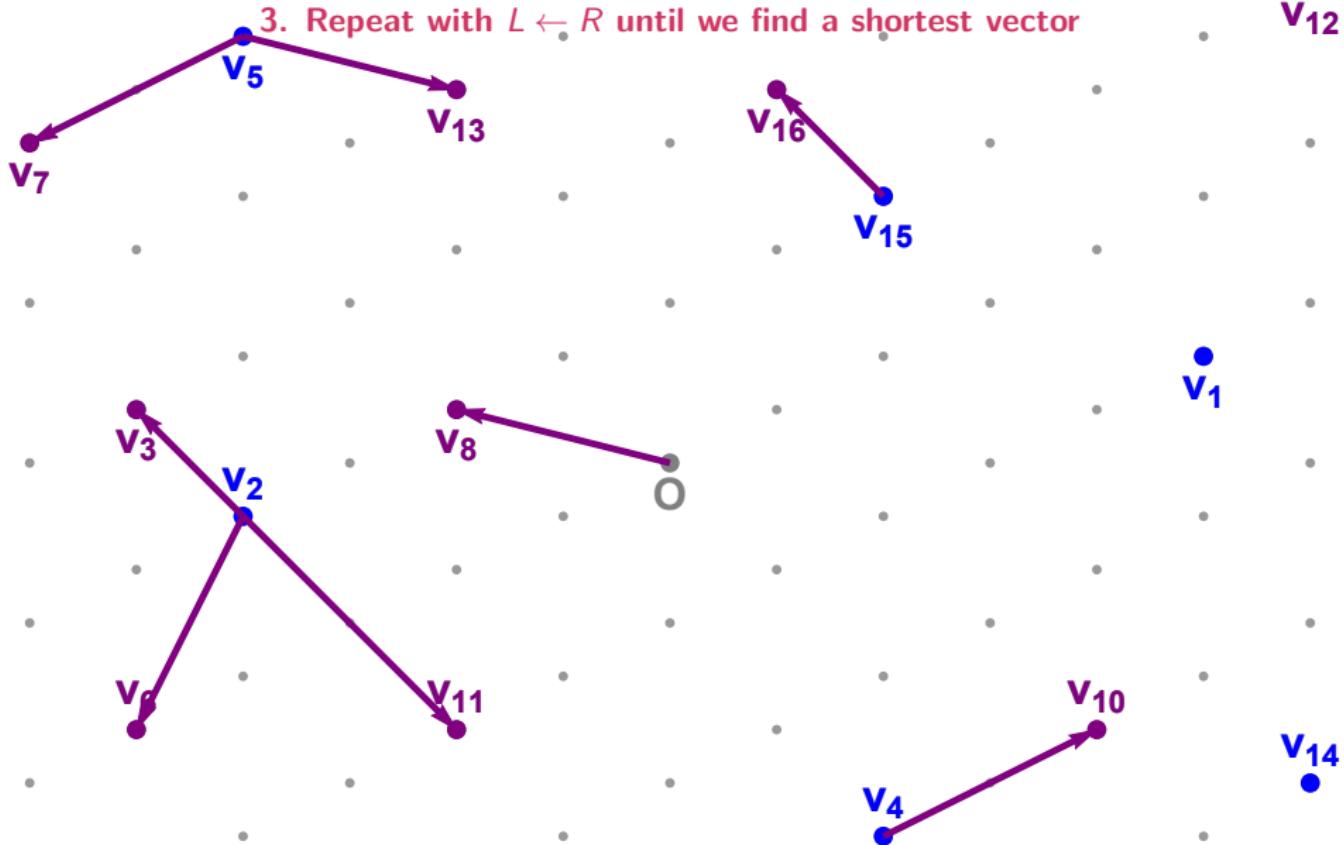
## Nguyen-Vidick sieve

3. Repeat with  $L \leftarrow R$  until we find a shortest vector



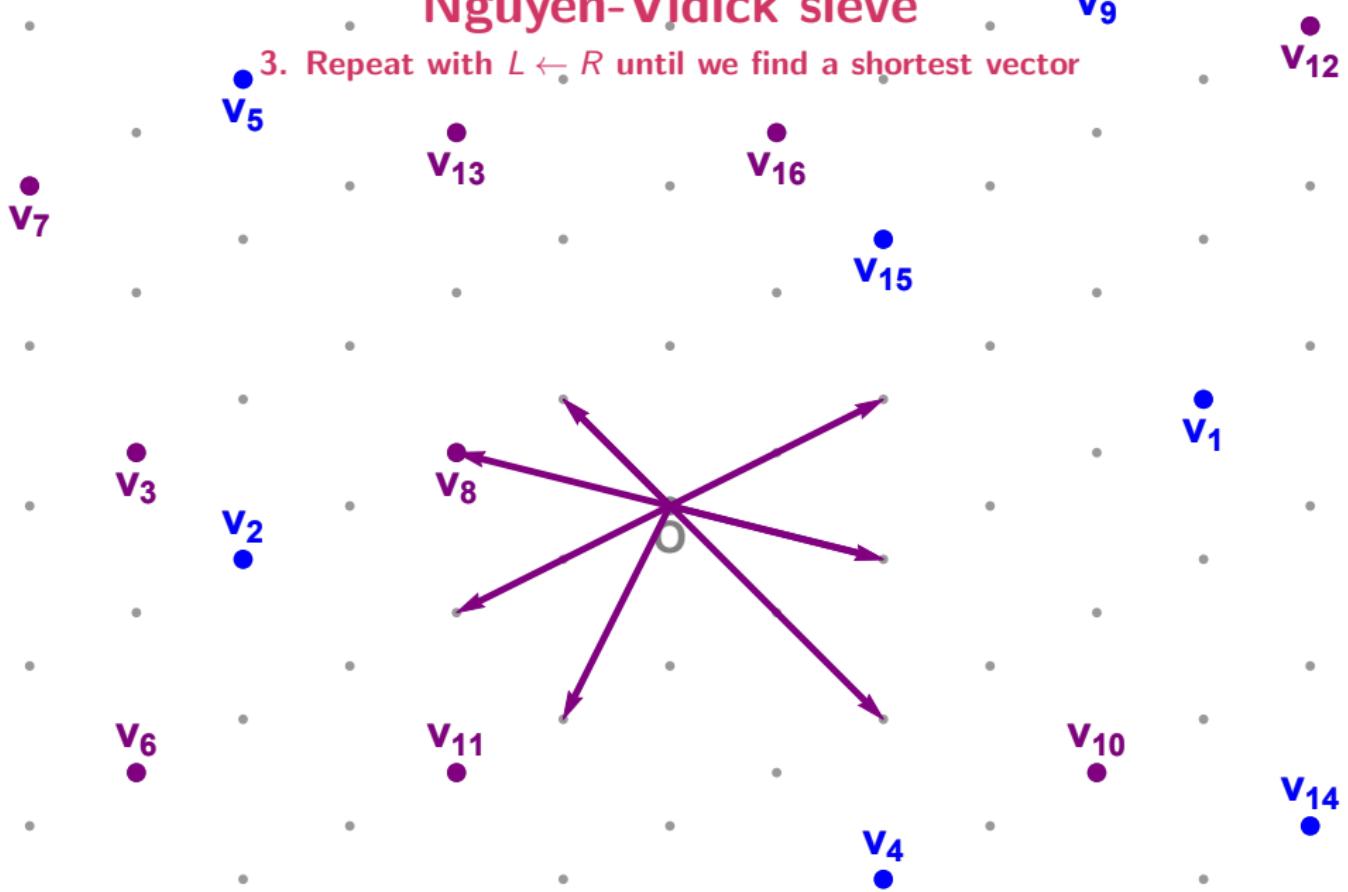
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## Nguyen-Vidick sieve

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## Nguyen-Vidick sieve

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# Nguyen-Vidick sieve

## Overview



# Nguyen-Vidick sieve

## Overview

Heuristic (Nguyen and Vidick, J. Math. Crypt. '08)

The Nguyen-Vidick sieve runs in time  $(4/3)^n$  and space  $\sqrt{4/3}^n$ .



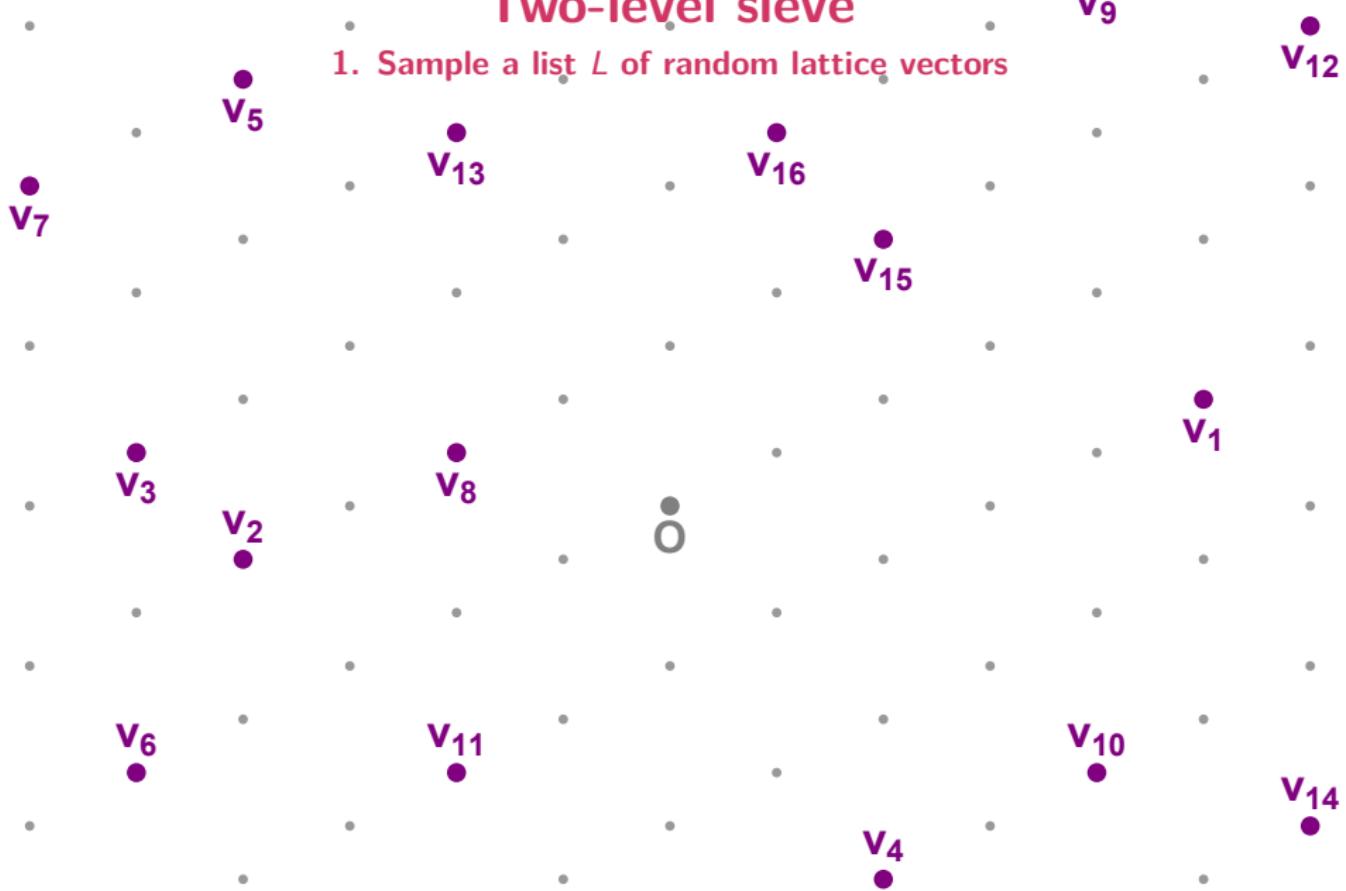
## Two-level sieve

1. Sample a list  $L$  of random lattice vectors



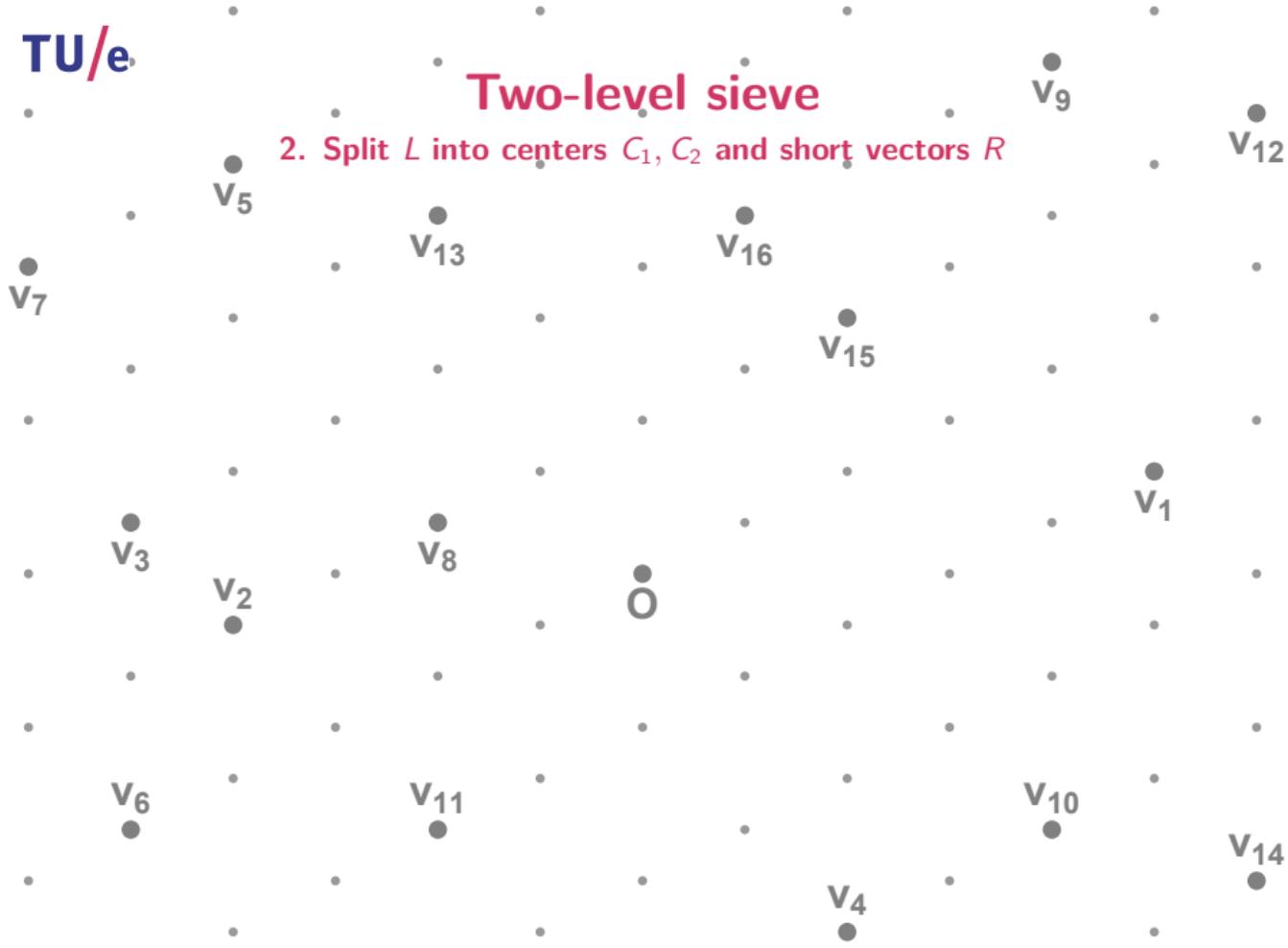
## Two-level sieve

1. Sample a list  $L$  of random lattice vectors



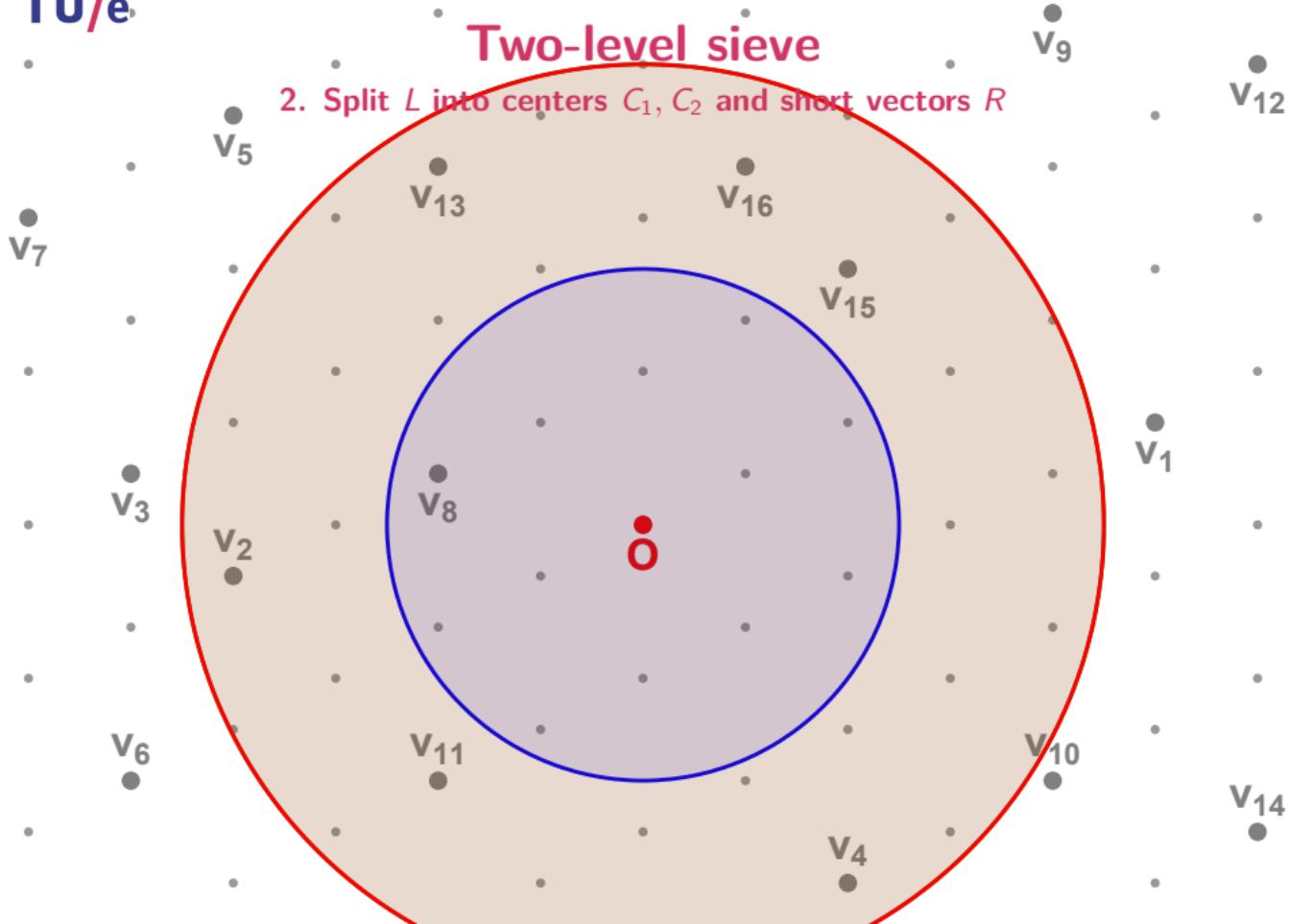
## Two-level sieve

2. Split  $L$  into centers  $C_1, C_2$  and short vectors  $R$



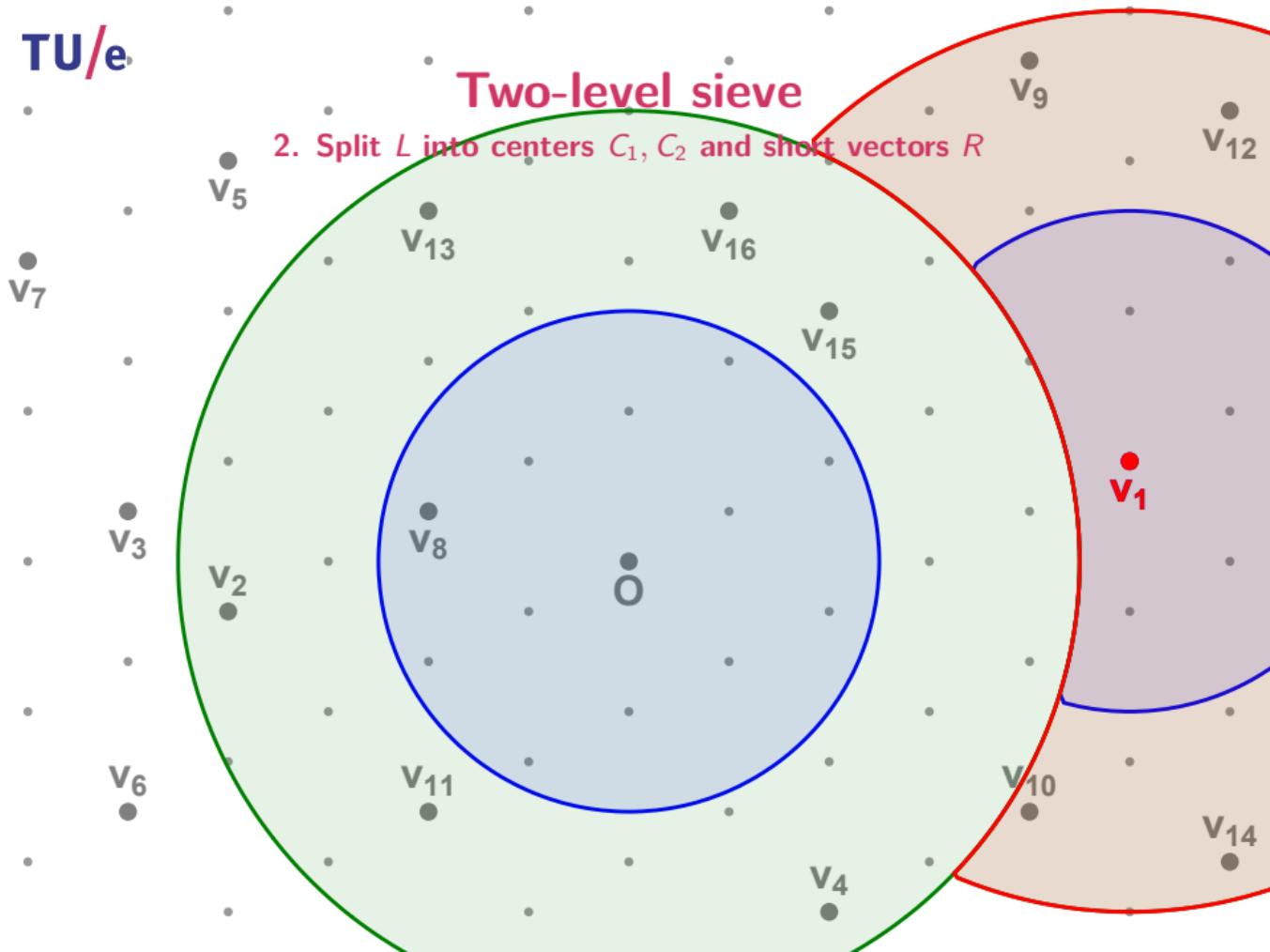
## Two-level sieve

2. Split  $L$  into centers  $C_1, C_2$  and short vectors  $R$



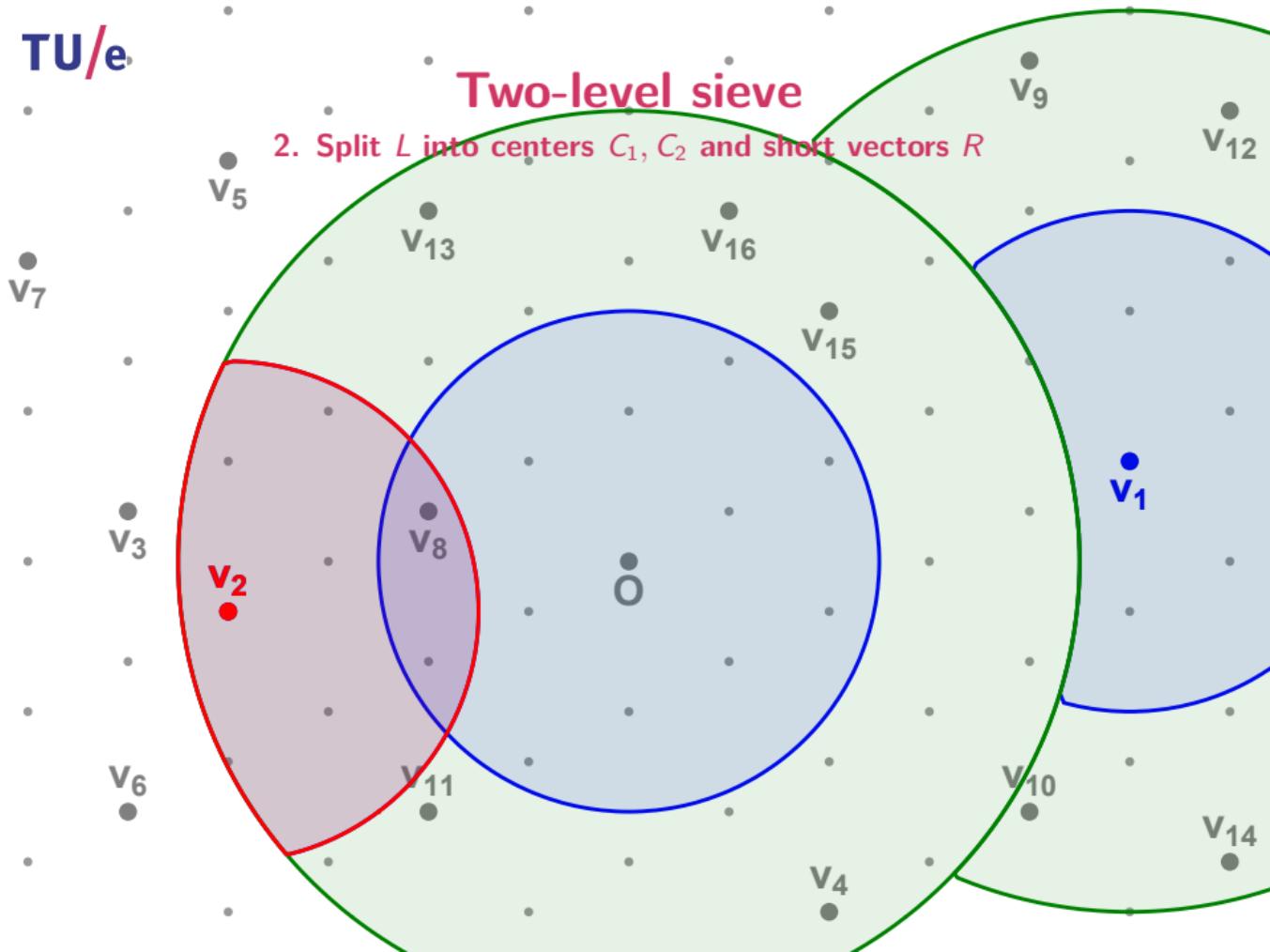
## Two-level sieve

2. Split  $L$  into centers  $C_1, C_2$  and short vectors  $R$



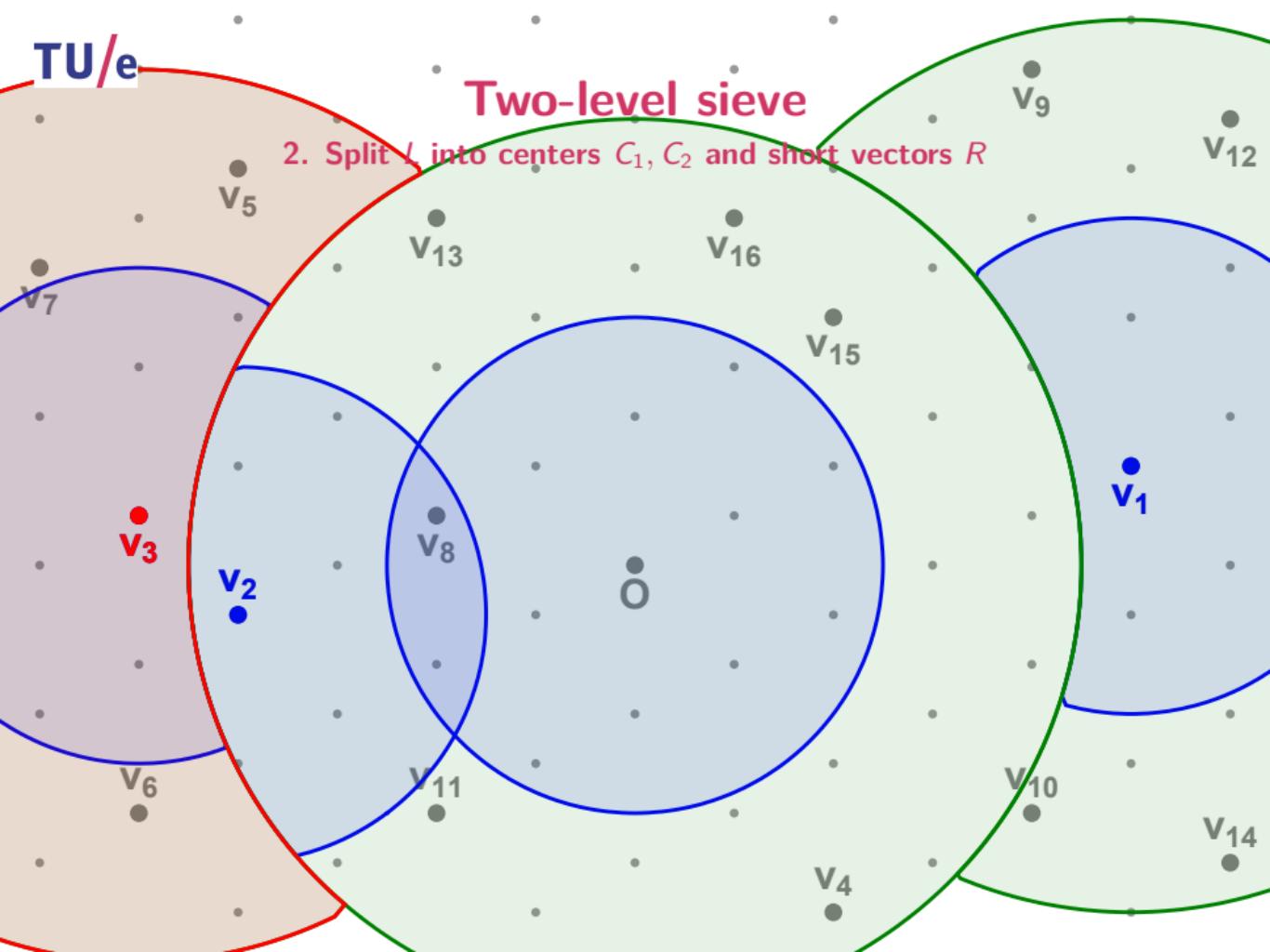
## Two-level sieve

2. Split  $L$  into centers  $C_1, C_2$  and short vectors  $R$



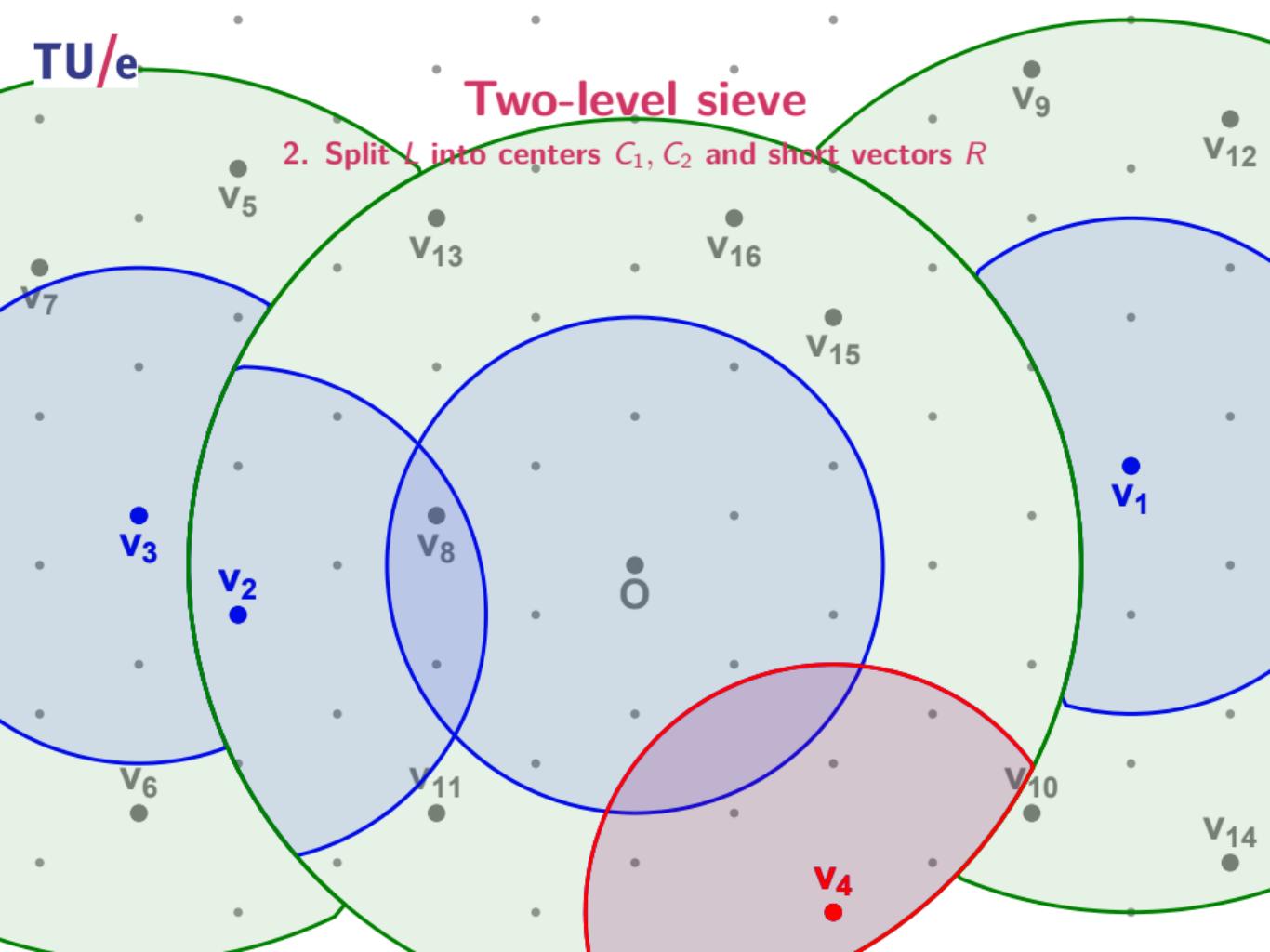
## Two-level sieve

2. Split  $\mathcal{V}$  into centers  $C_1, C_2$  and short vectors  $R$



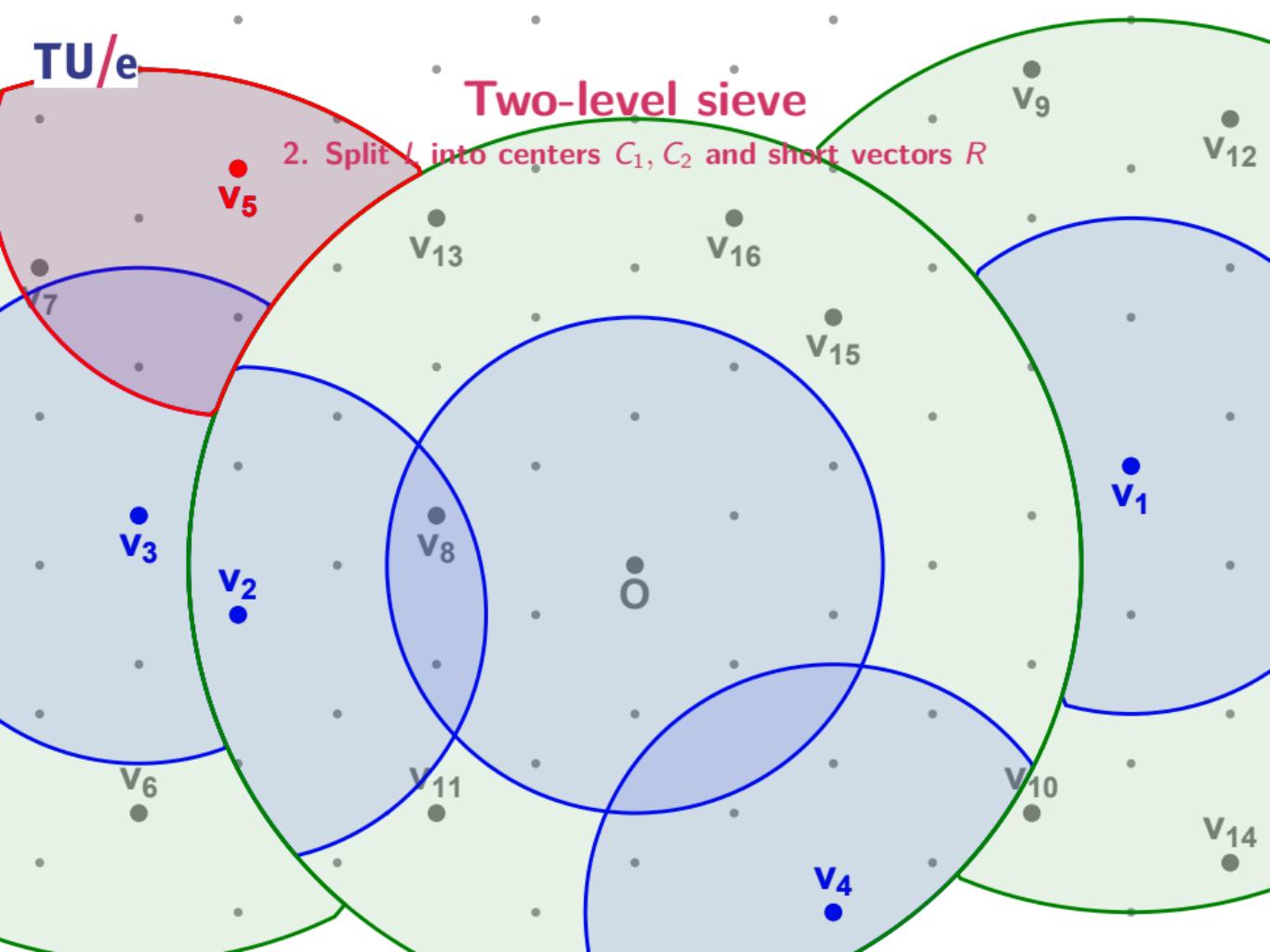
## Two-level sieve

2. Split  $L$  into centers  $C_1, C_2$  and short vectors  $R$



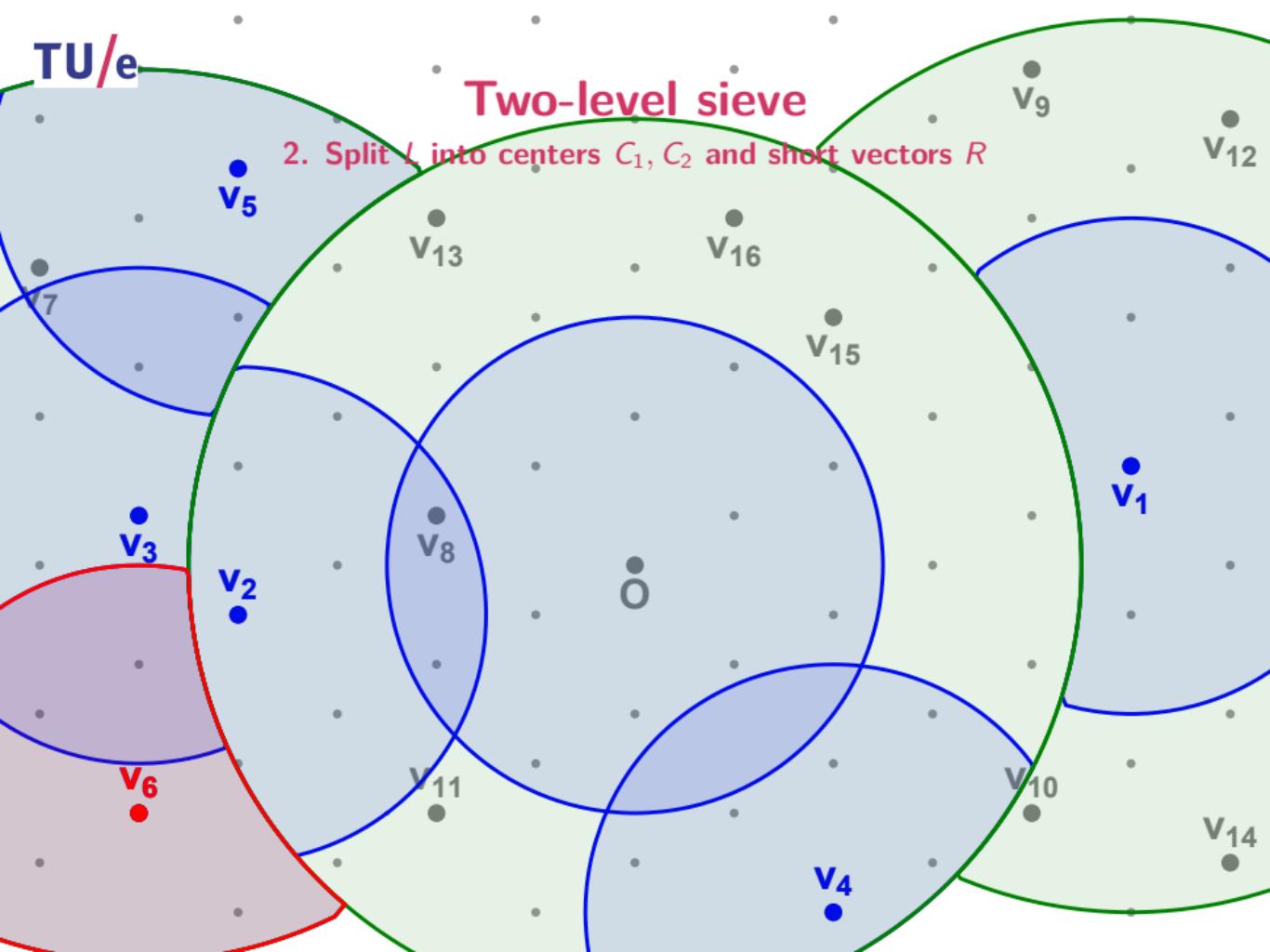
## Two-level sieve

2. Split  $V$  into centers  $C_1, C_2$  and short vectors  $R$



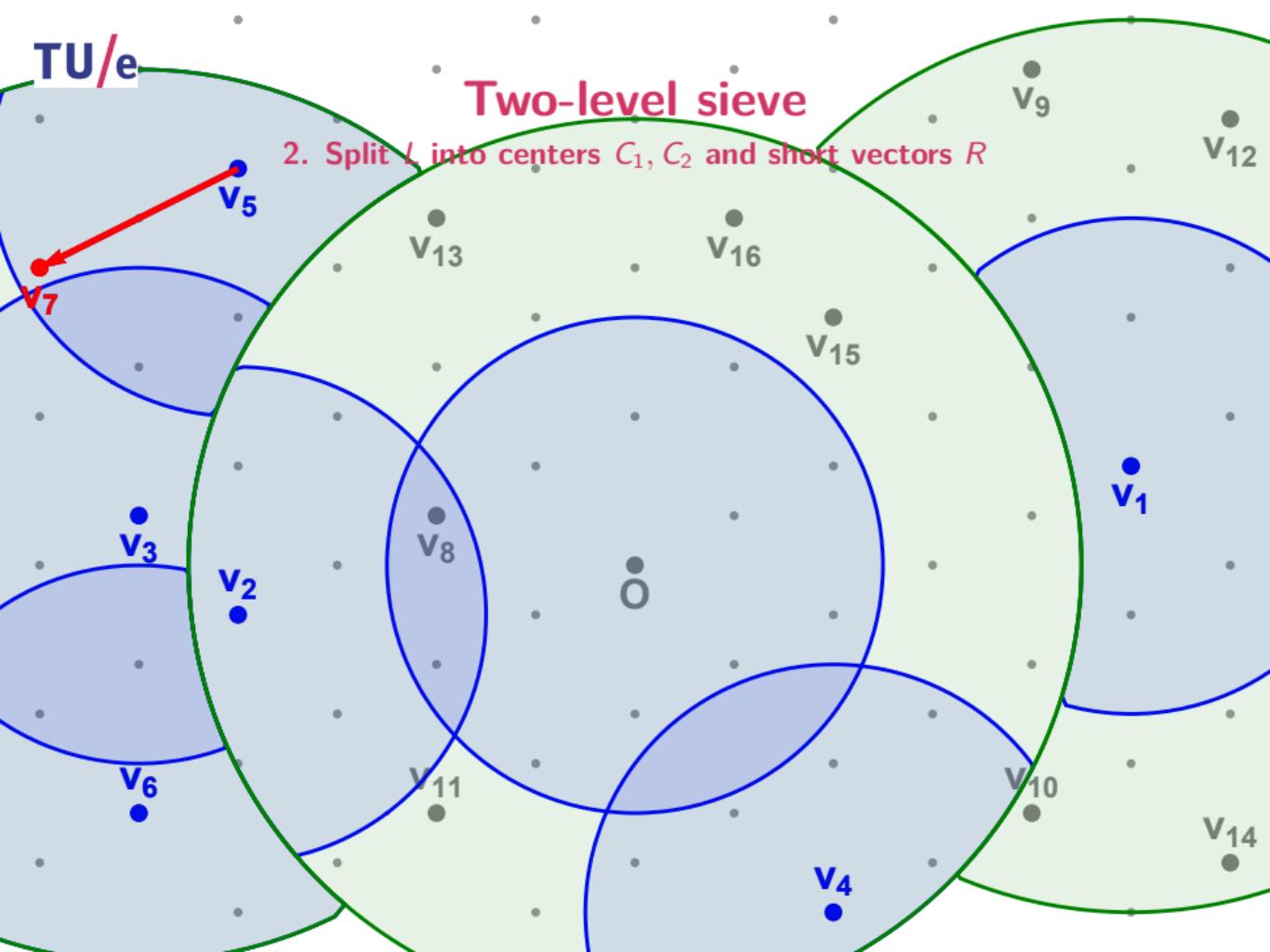
## Two-level sieve

2. Split  $L$  into centers  $C_1, C_2$  and short vectors  $R$



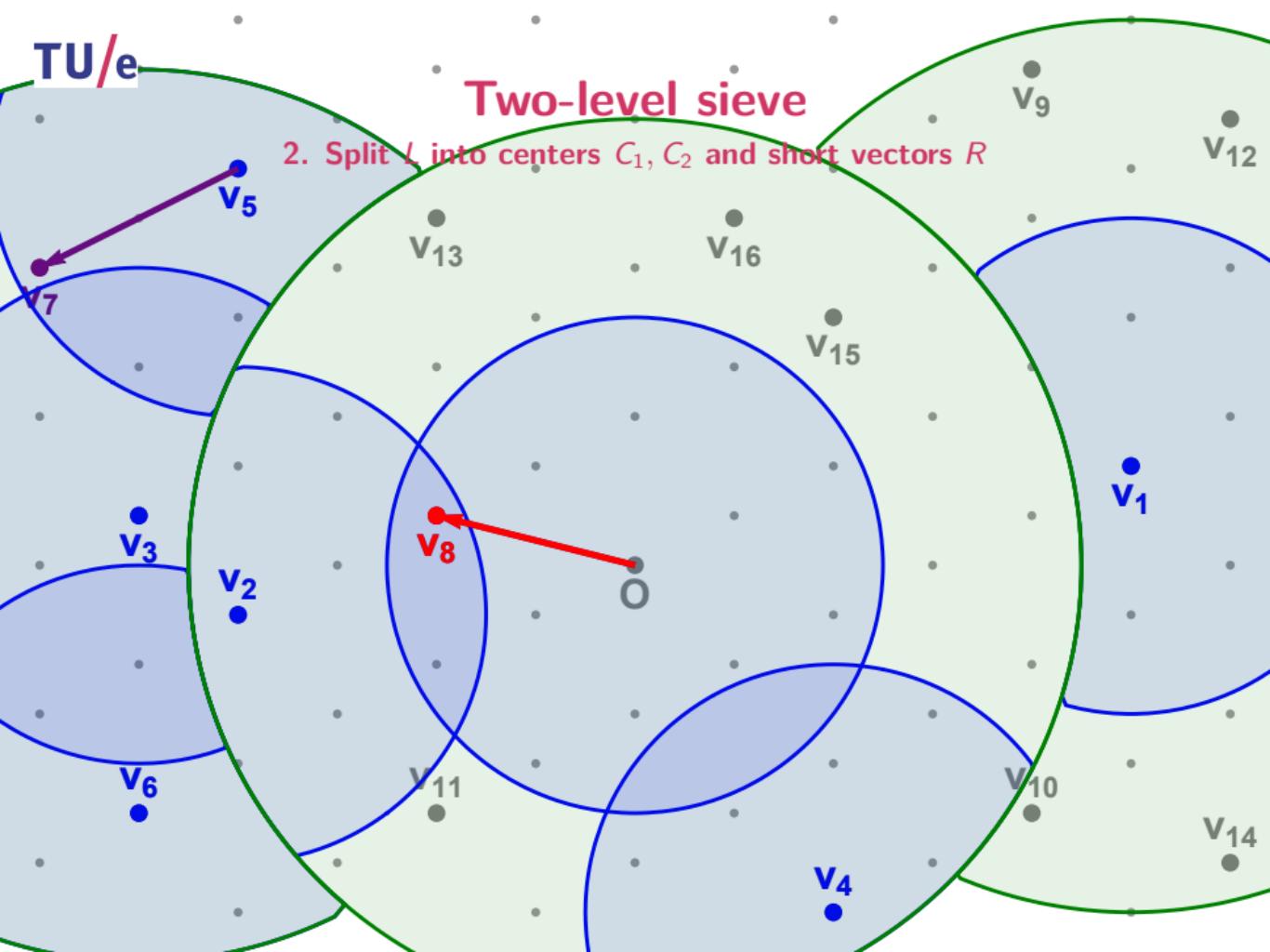
## Two-level sieve

2. Split  $L$  into centers  $C_1, C_2$  and short vectors  $R$



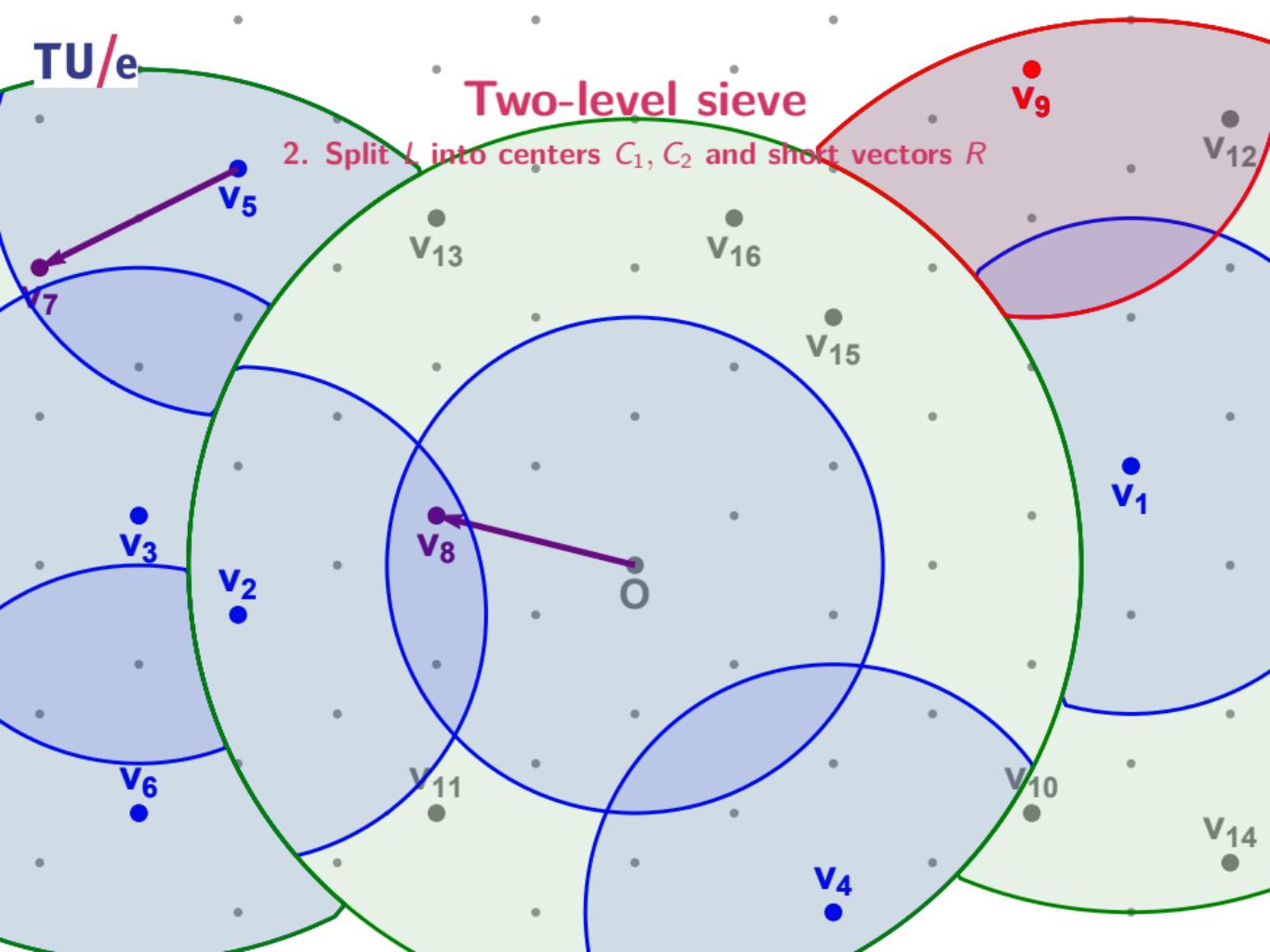
## Two-level sieve

2. Split  $L$  into centers  $C_1, C_2$  and short vectors  $R$



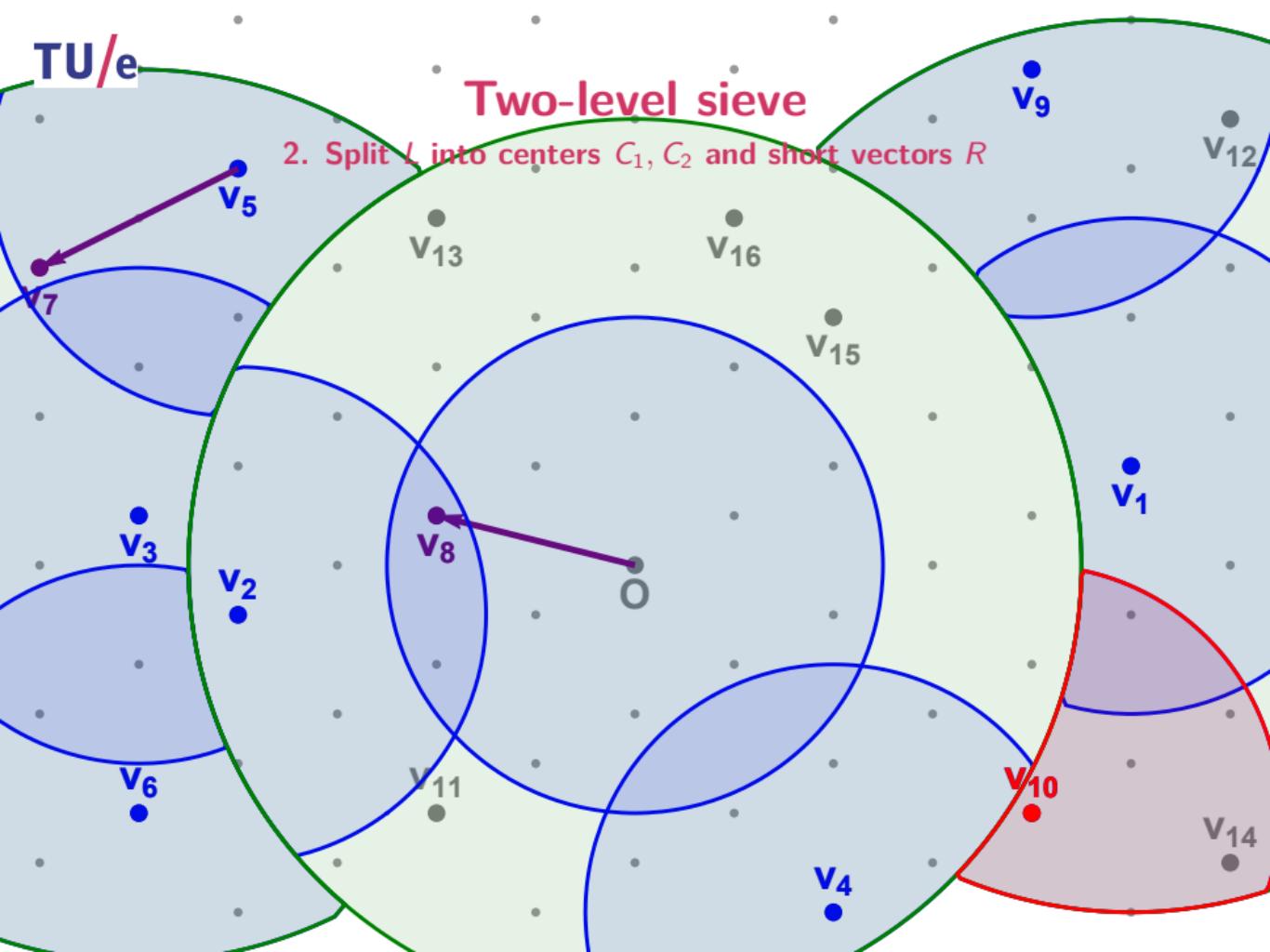
## Two-level sieve

2. Split  $L$  into centers  $C_1, C_2$  and short vectors  $R$



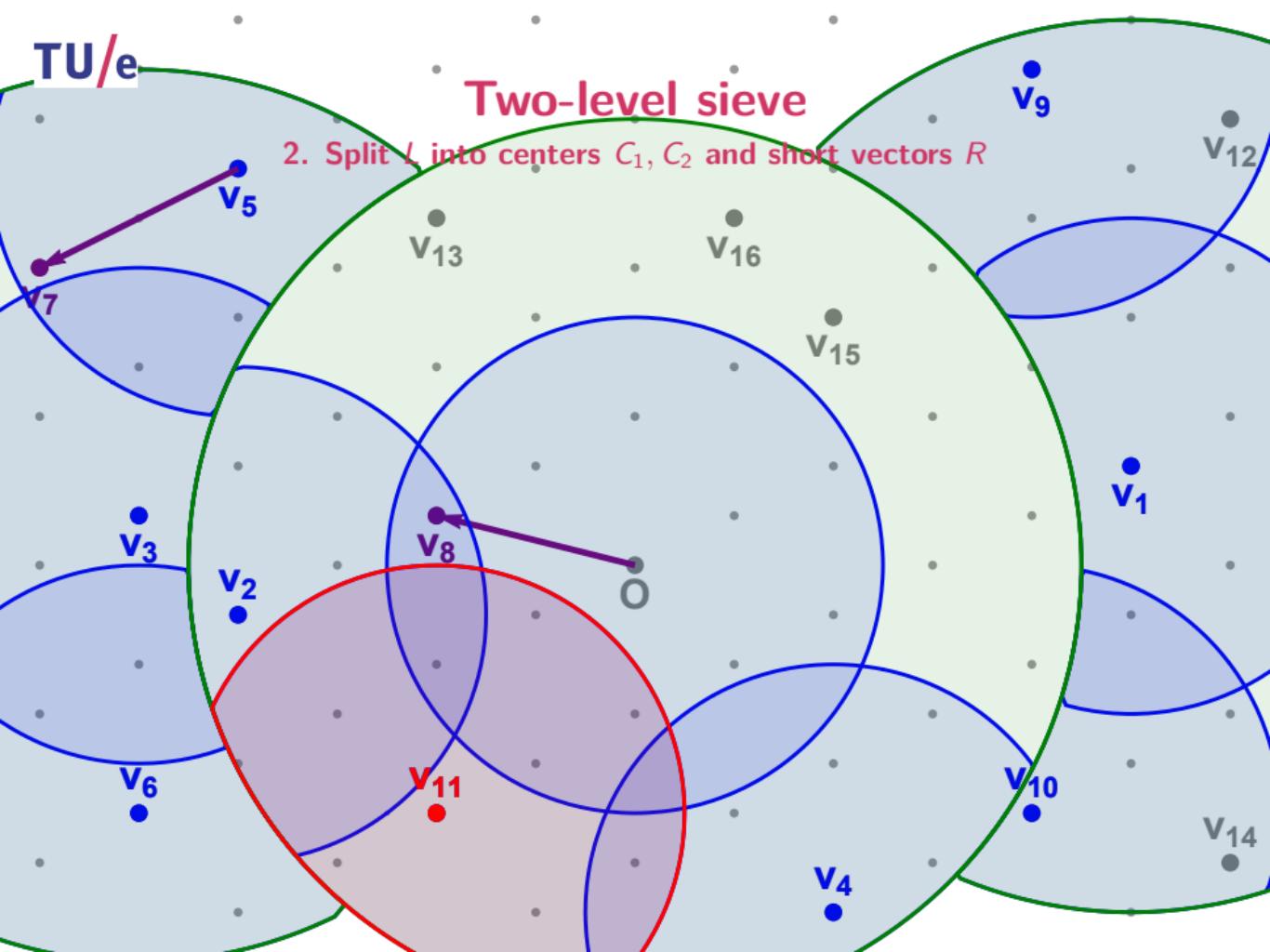
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2. Split  $L$  into centers  $C_1, C_2$  and short vectors  $R$



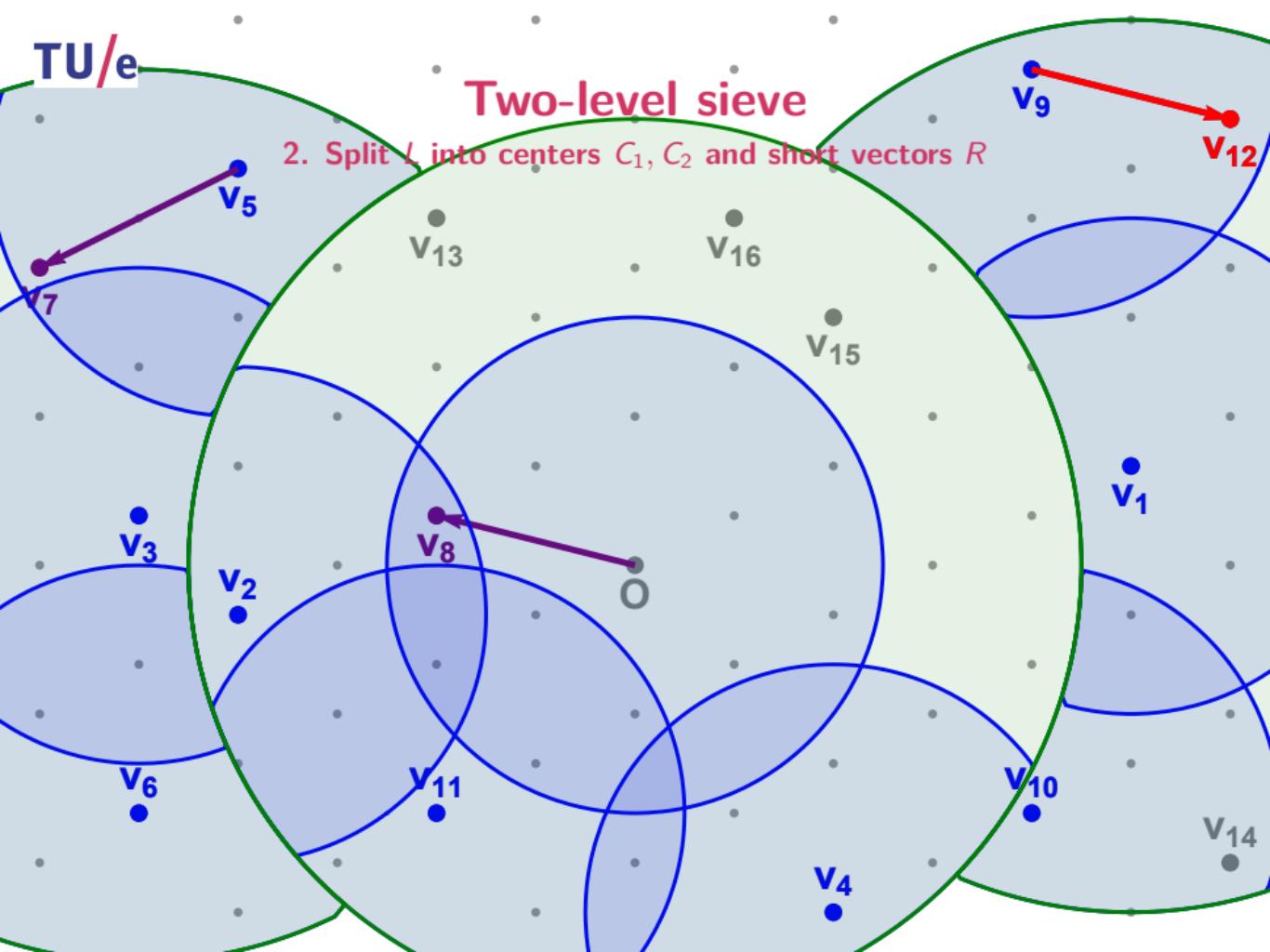
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2. Split  $L$  into centers  $C_1, C_2$  and short vectors  $R$



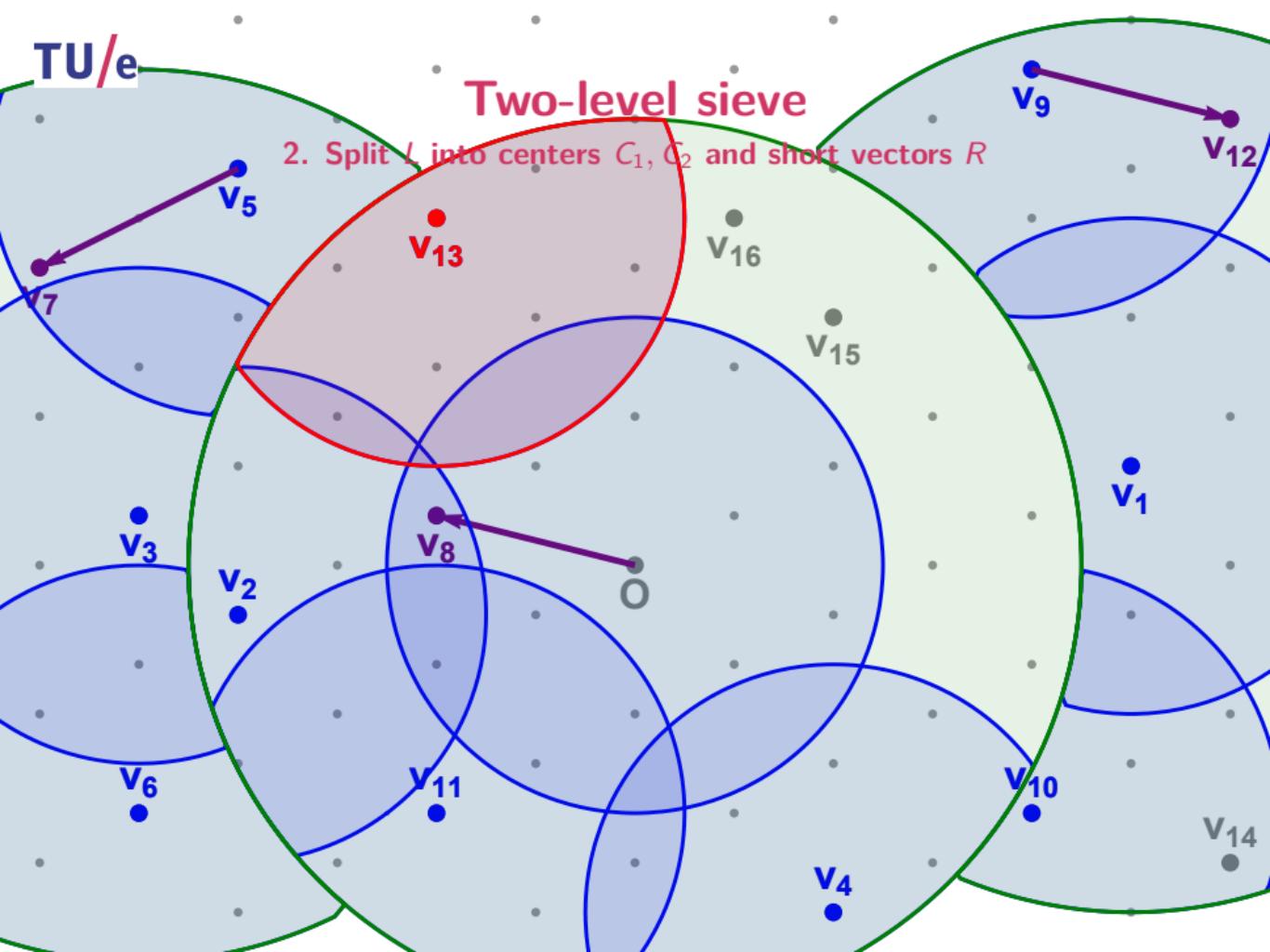
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2. Split  $L$  into centers  $C_1, C_2$  and short vectors  $R$



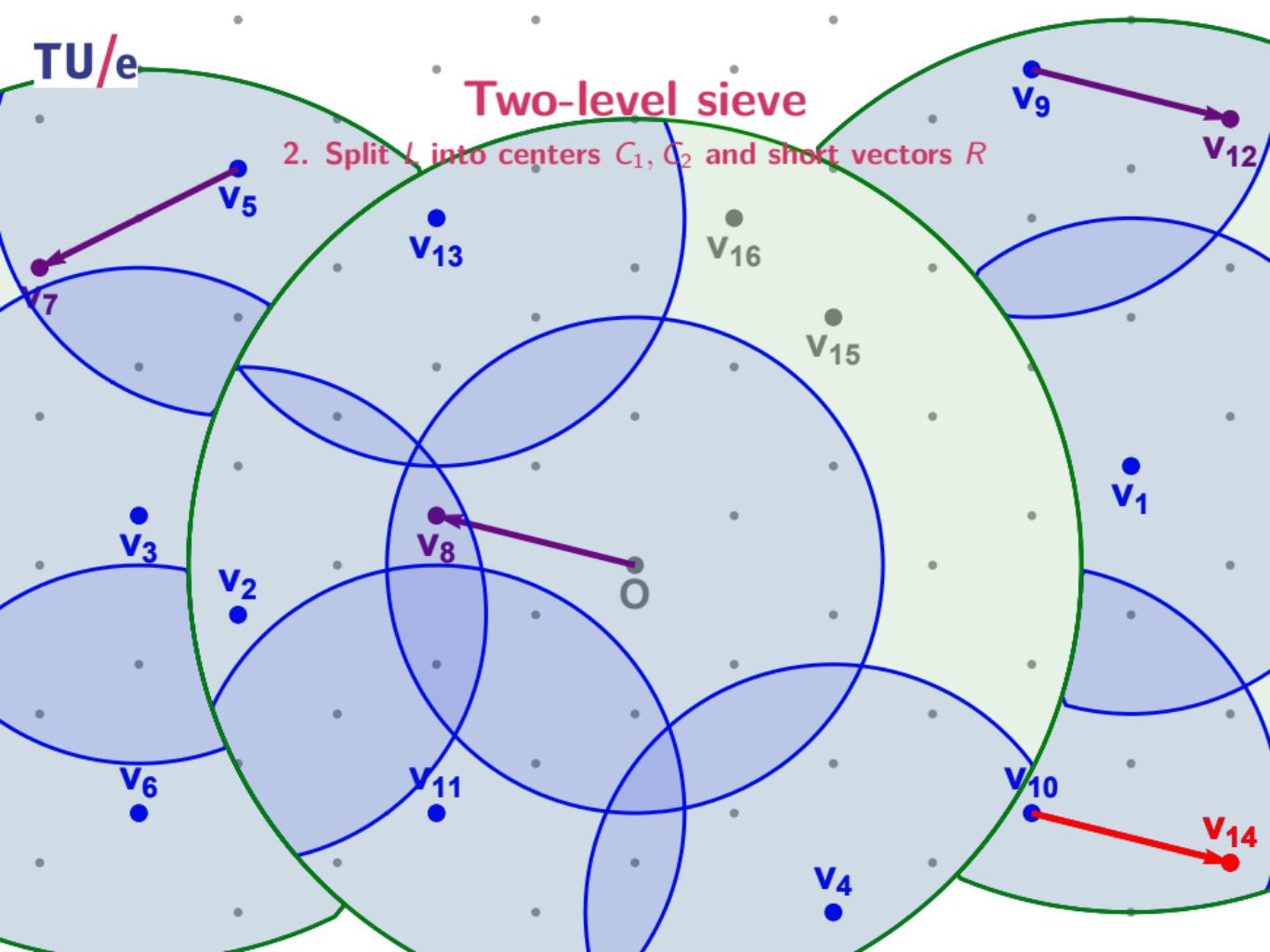
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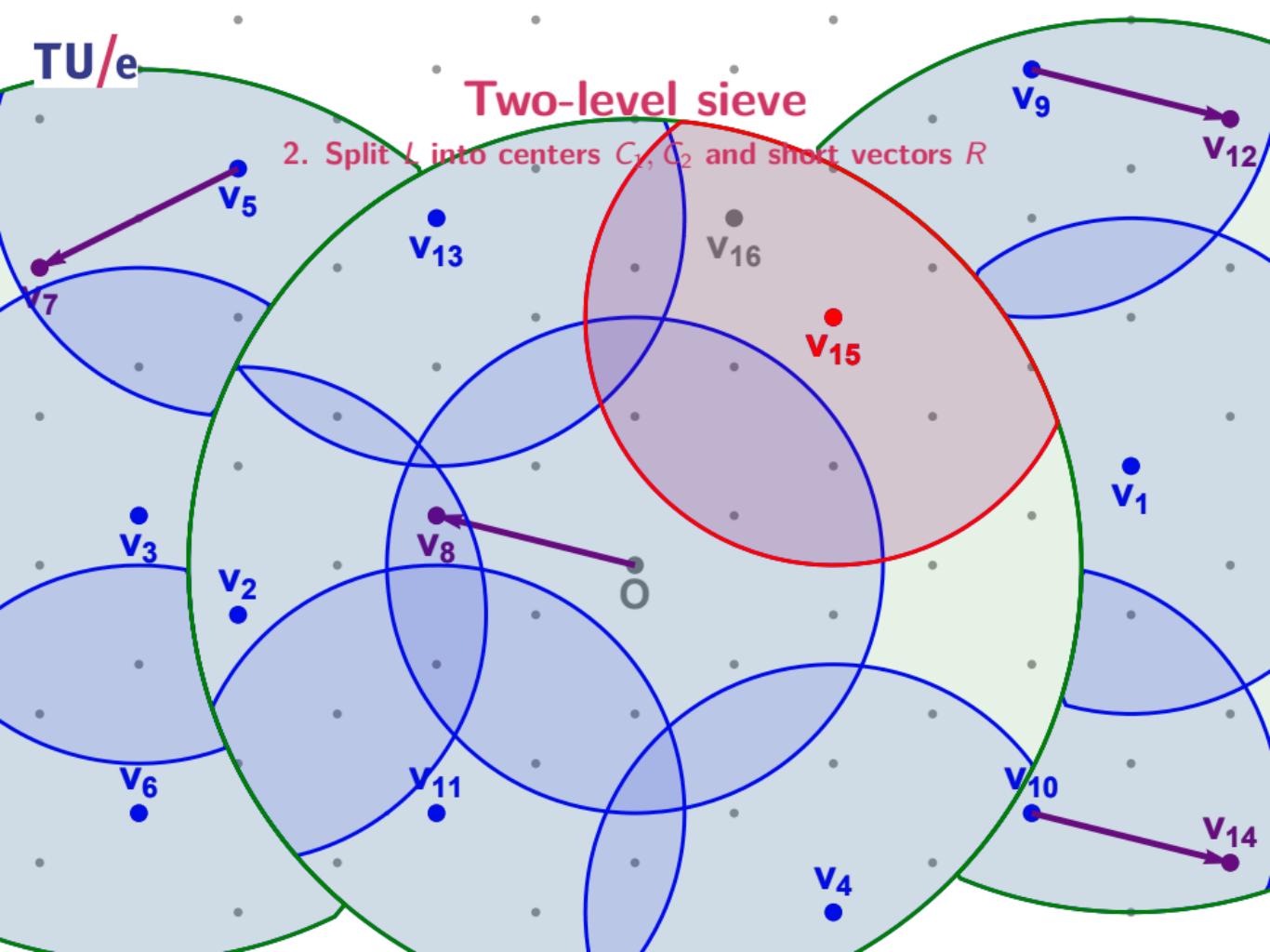
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2. Split  $L$  into centers  $C_1, C_2$  and short vectors  $R$



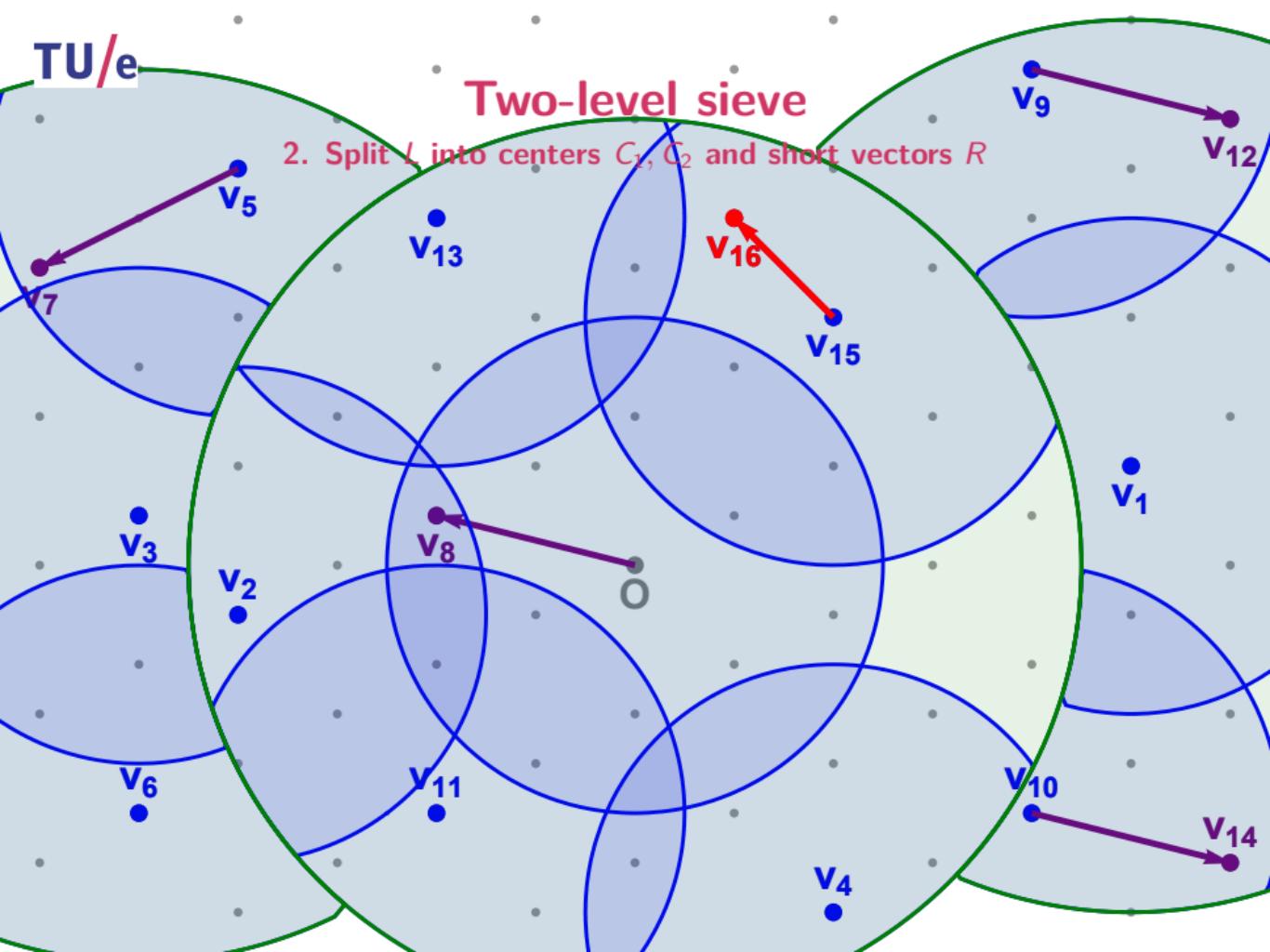
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2. Split  $L$  into centers  $C_1, C_2$  and short vectors  $R$



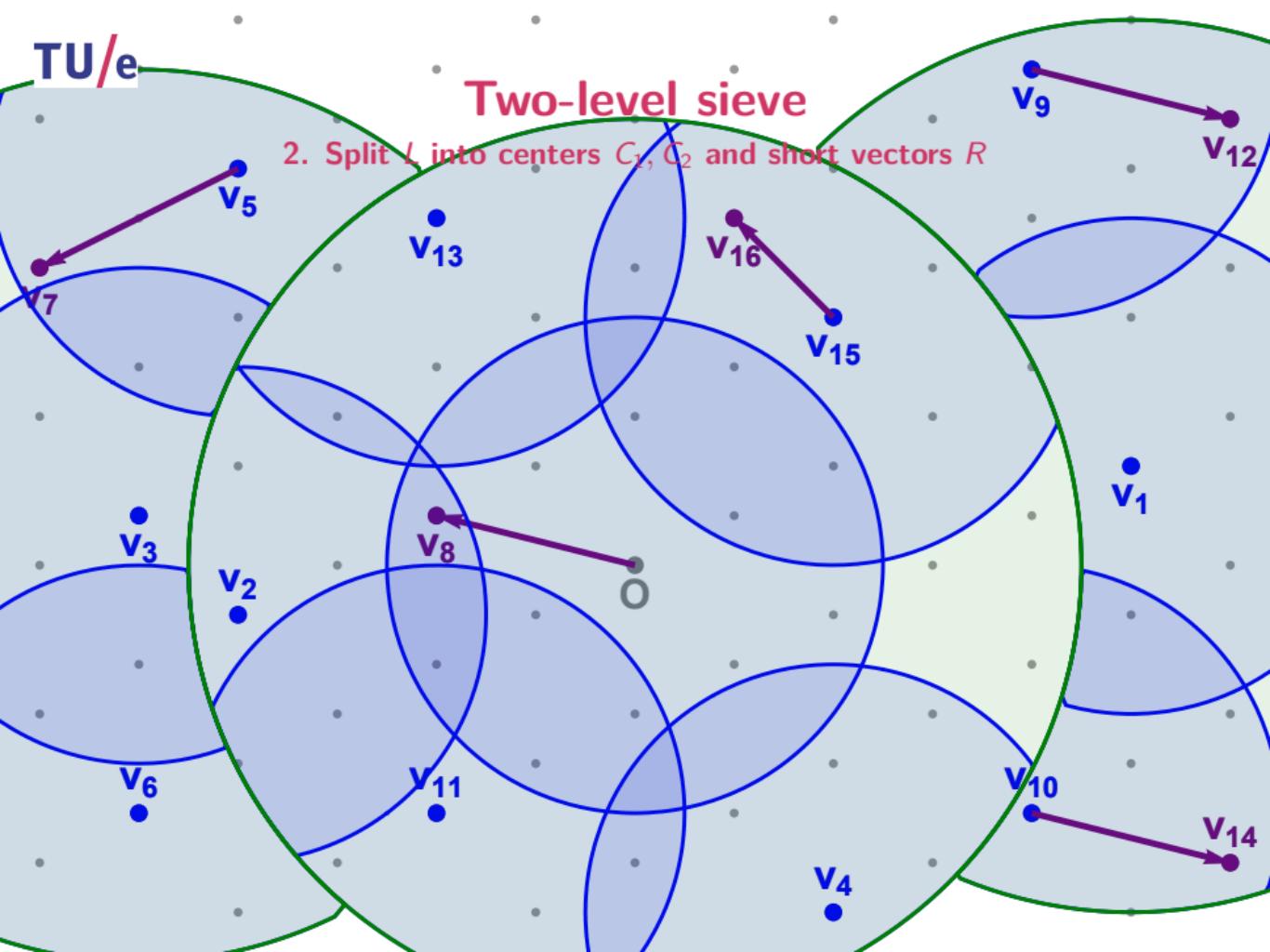
## Two-level sieve

2. Split  $L$  into centers  $C_1, C_2$  and short vectors  $R$



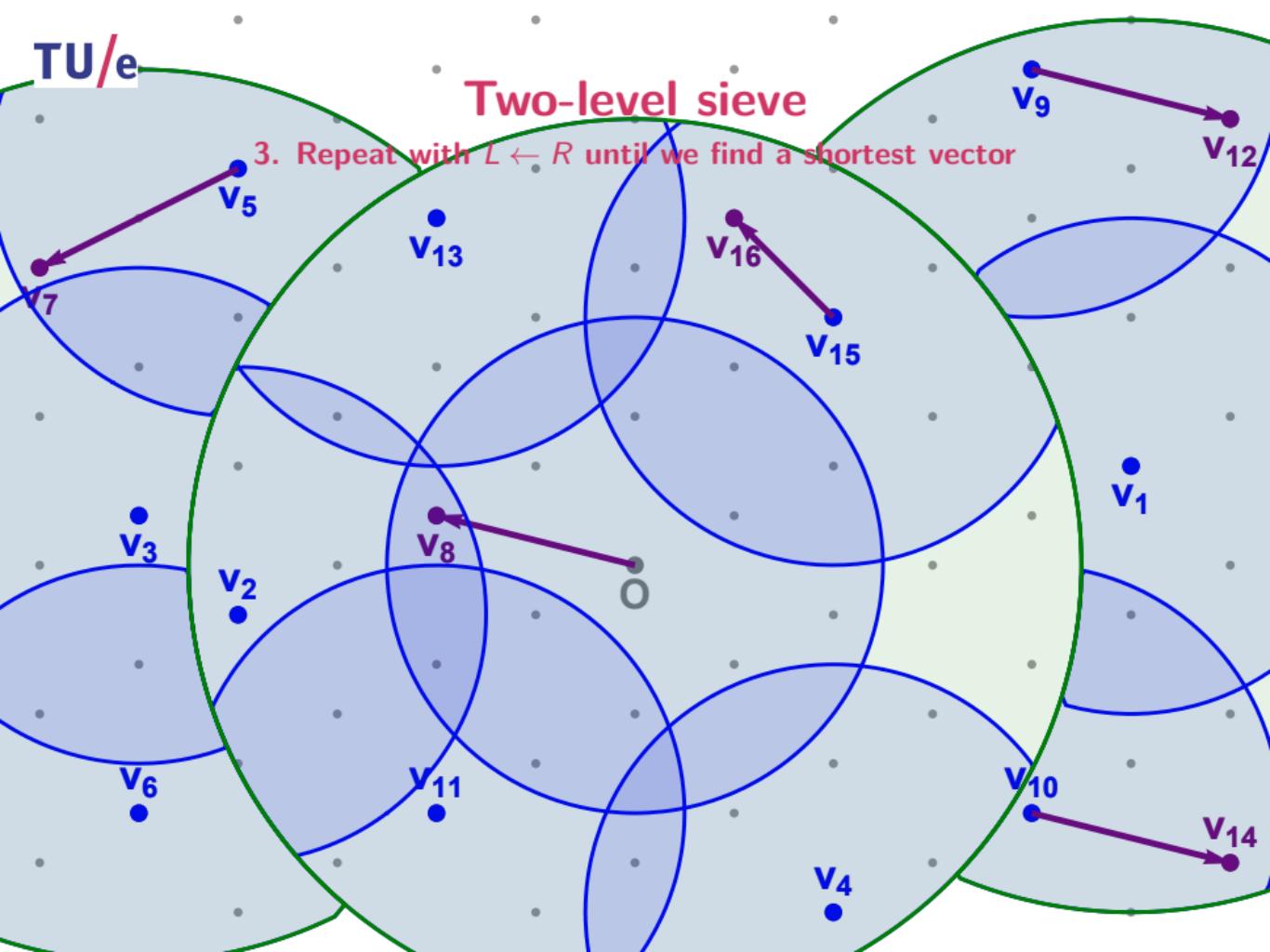
## Two-level sieve

2. Split  $L$  into centers  $C_1, C_2$  and short vectors  $R$



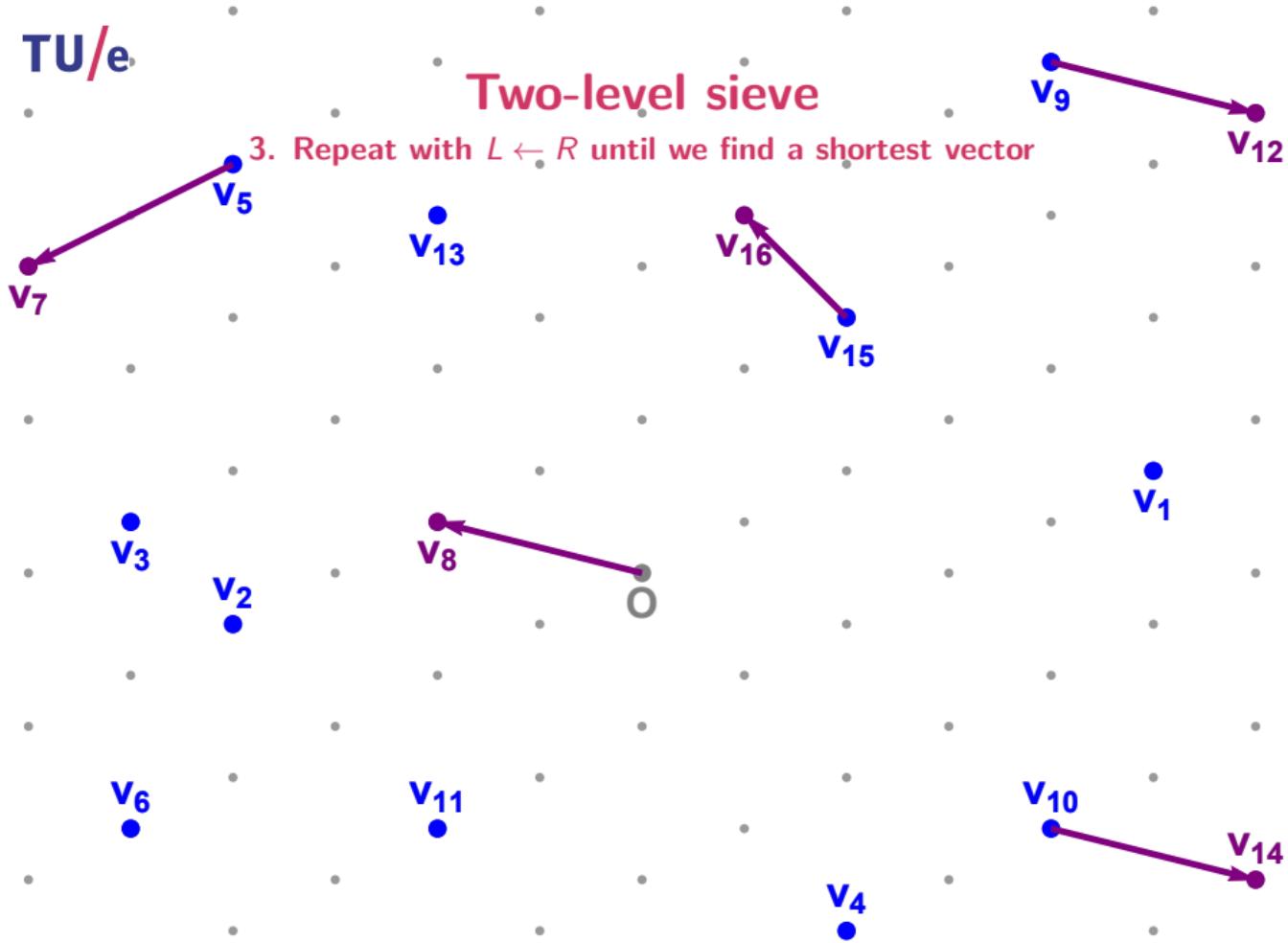
## Two-level sieve

3. Repeat with  $L \leftarrow R$  until we find a shortest vector



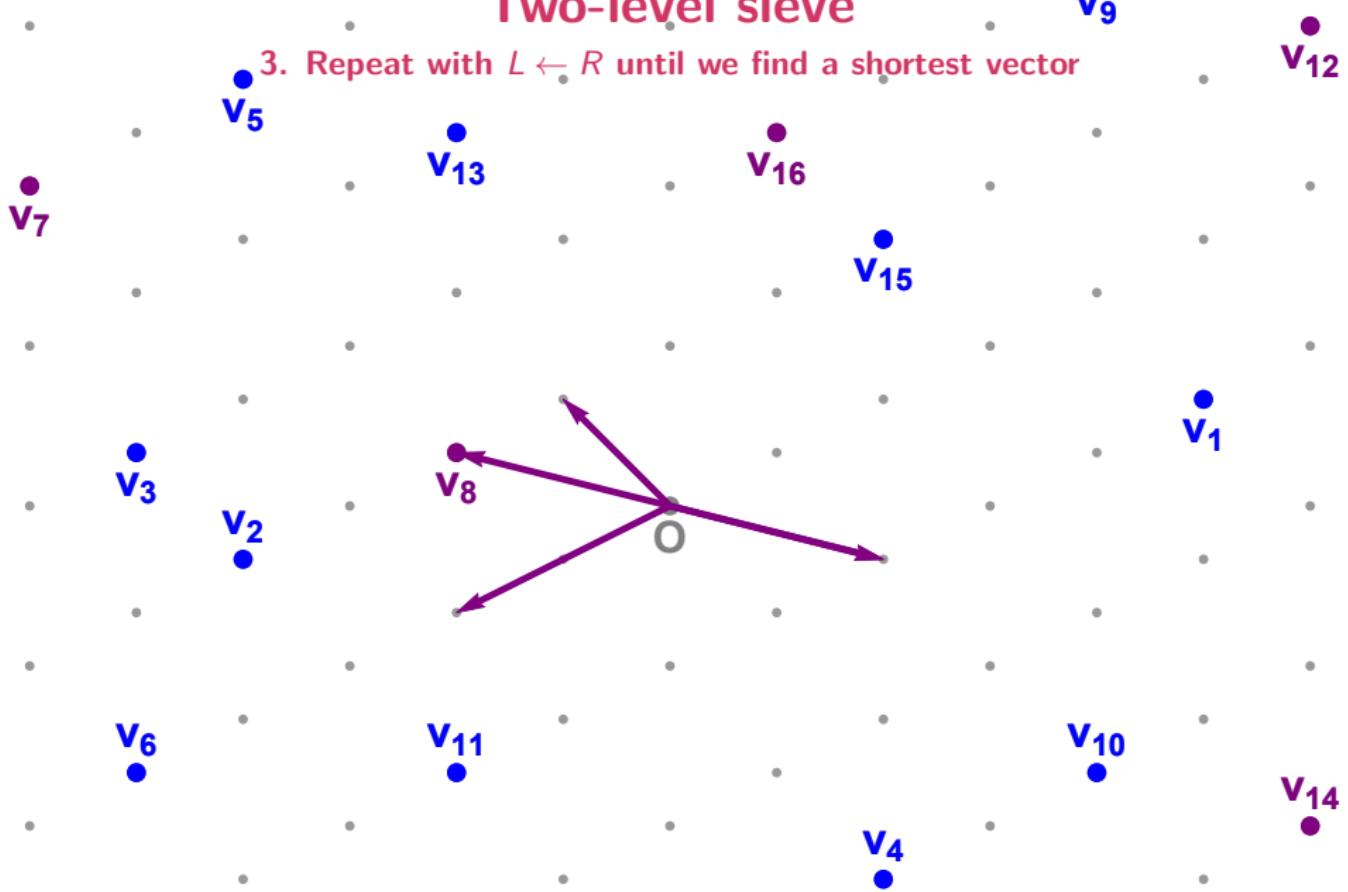
## Two-level sieve

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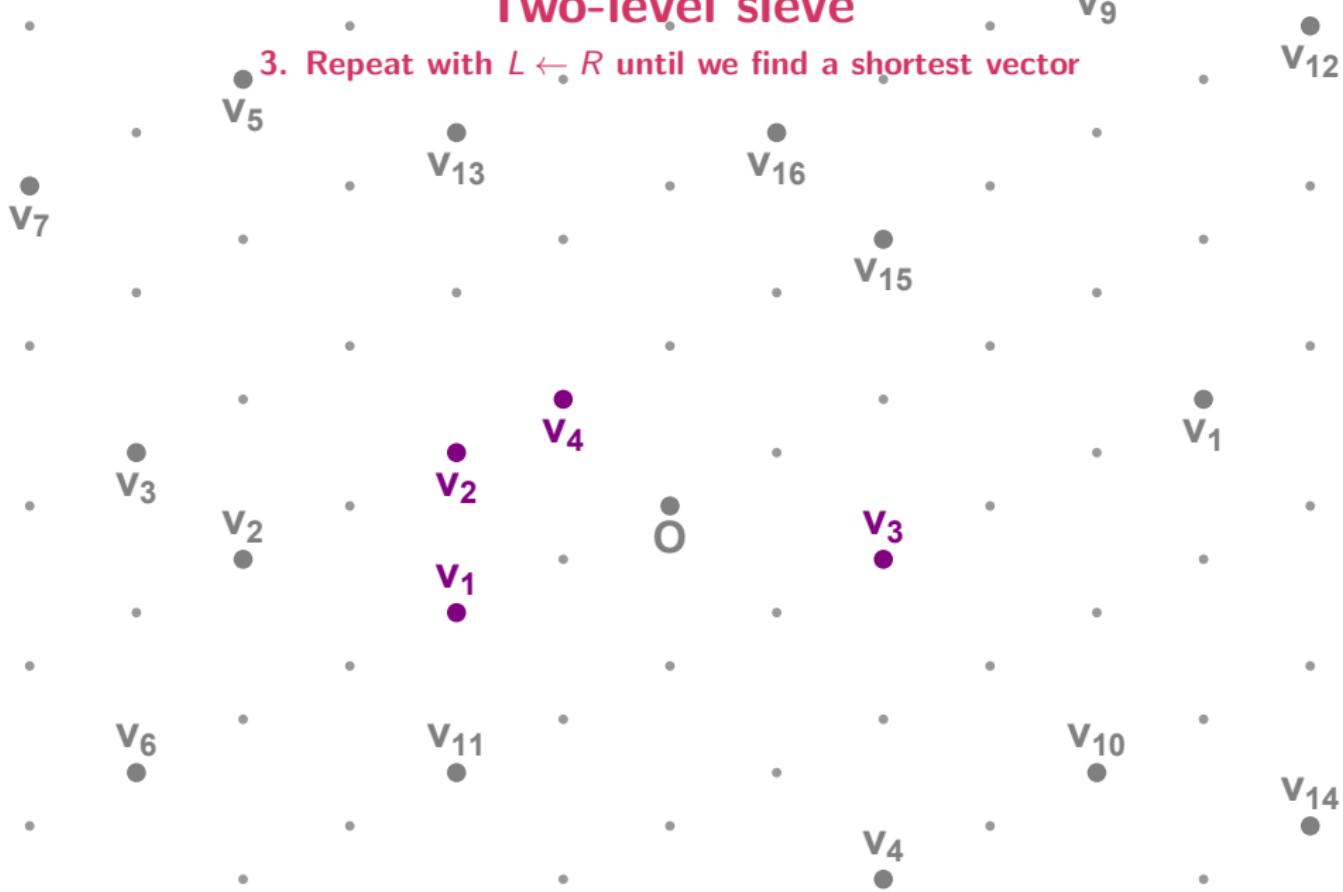
## Two-level sieve

3. Repeat with  $L \leftarrow R$  until we find a shortest vector



## Two-level sieve

3. Repeat with  $L \leftarrow R$  until we find a shortest vector



# Multiple levels

## Overview



# Multiple levels

## Overview

Heuristic (Nguyen and Vidick, J. Math. Crypt. '08)

The one-level sieve runs in time  $2^{0.4150n}$  and space  $2^{0.2075n}$ .



# Multiple levels

## Overview

Heuristic (Nguyen and Vidick, J. Math. Crypt. '08)

The one-level sieve runs in time  $2^{0.4150n}$  and space  $2^{0.2075n}$ .

Heuristic (Wang et al., ASIACCS'11)

The two-level sieve runs in time  $2^{0.3836n}$  and space  $2^{0.2557n}$ .

# Multiple levels

## Overview

Heuristic (Nguyen and Vidick, J. Math. Crypt. '08)

The one-level sieve runs in time  $2^{0.4150n}$  and space  $2^{0.2075n}$ .

Heuristic (Wang et al., ASIACCS'11)

The two-level sieve runs in time  $2^{0.3836n}$  and space  $2^{0.2557n}$ .

Heuristic (Zhang et al., SAC'13)

The three-level sieve runs in time  $2^{0.3778n}$  and space  $2^{0.2833n}$ .

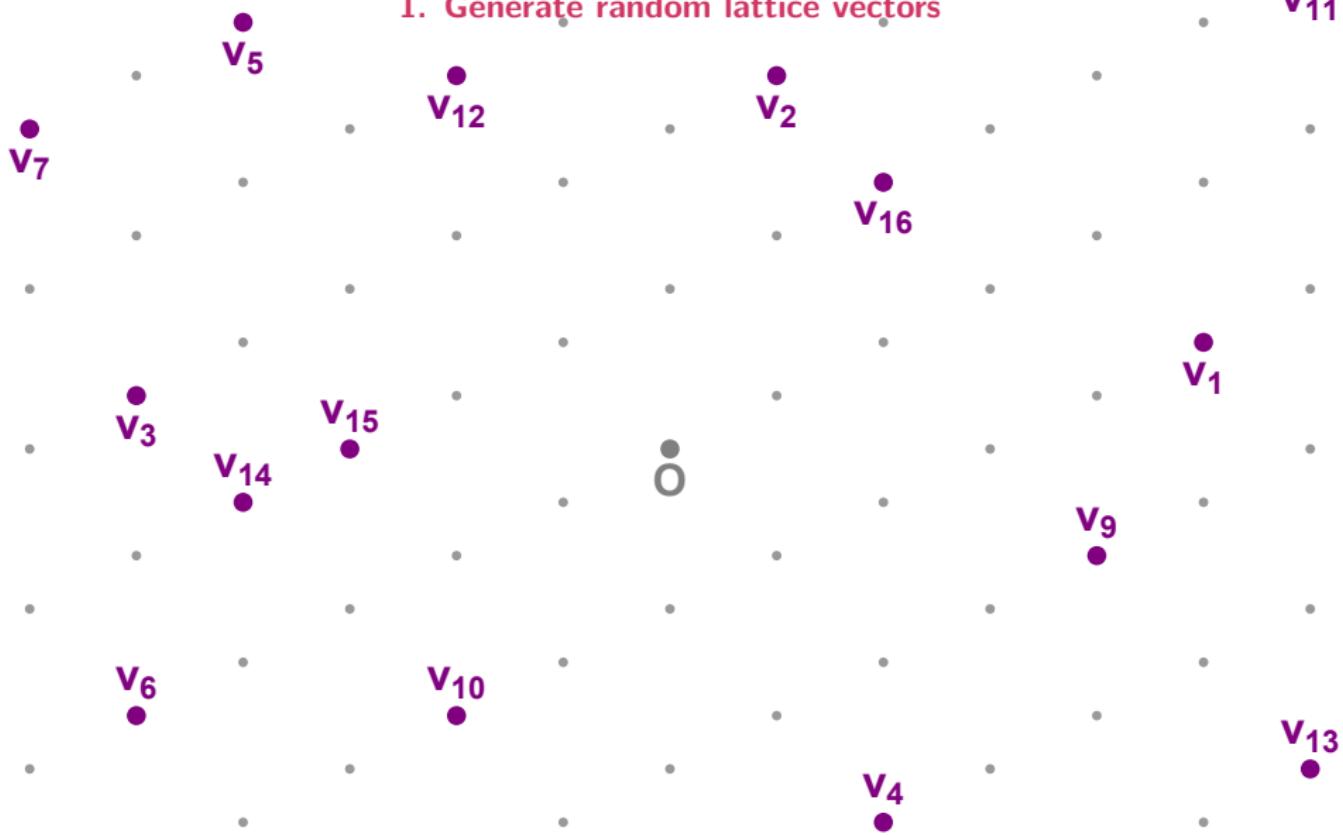
# GaussSieve

1. Generate random lattice vectors



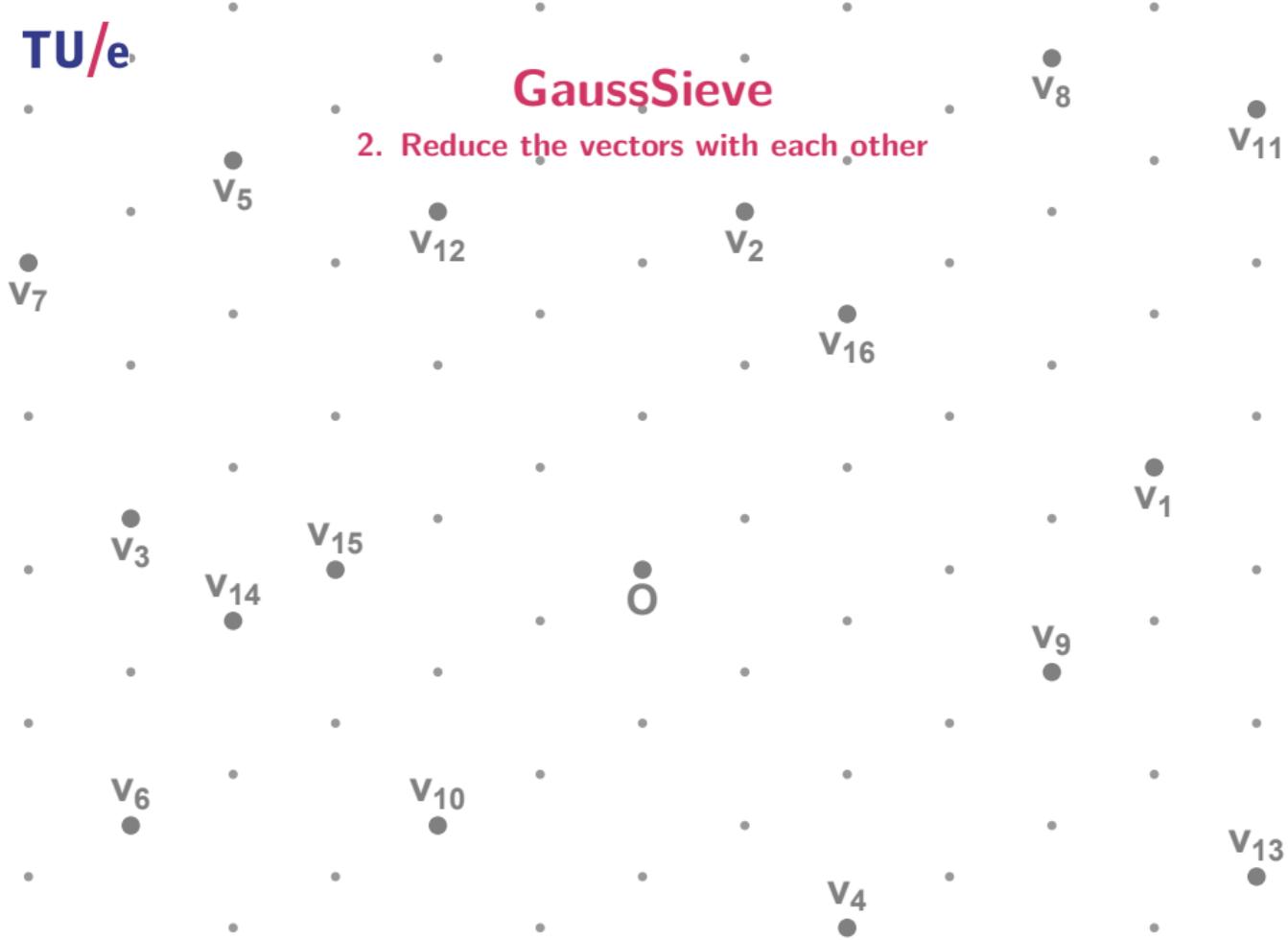
# GaussSieve

1. Generate random lattice vectors



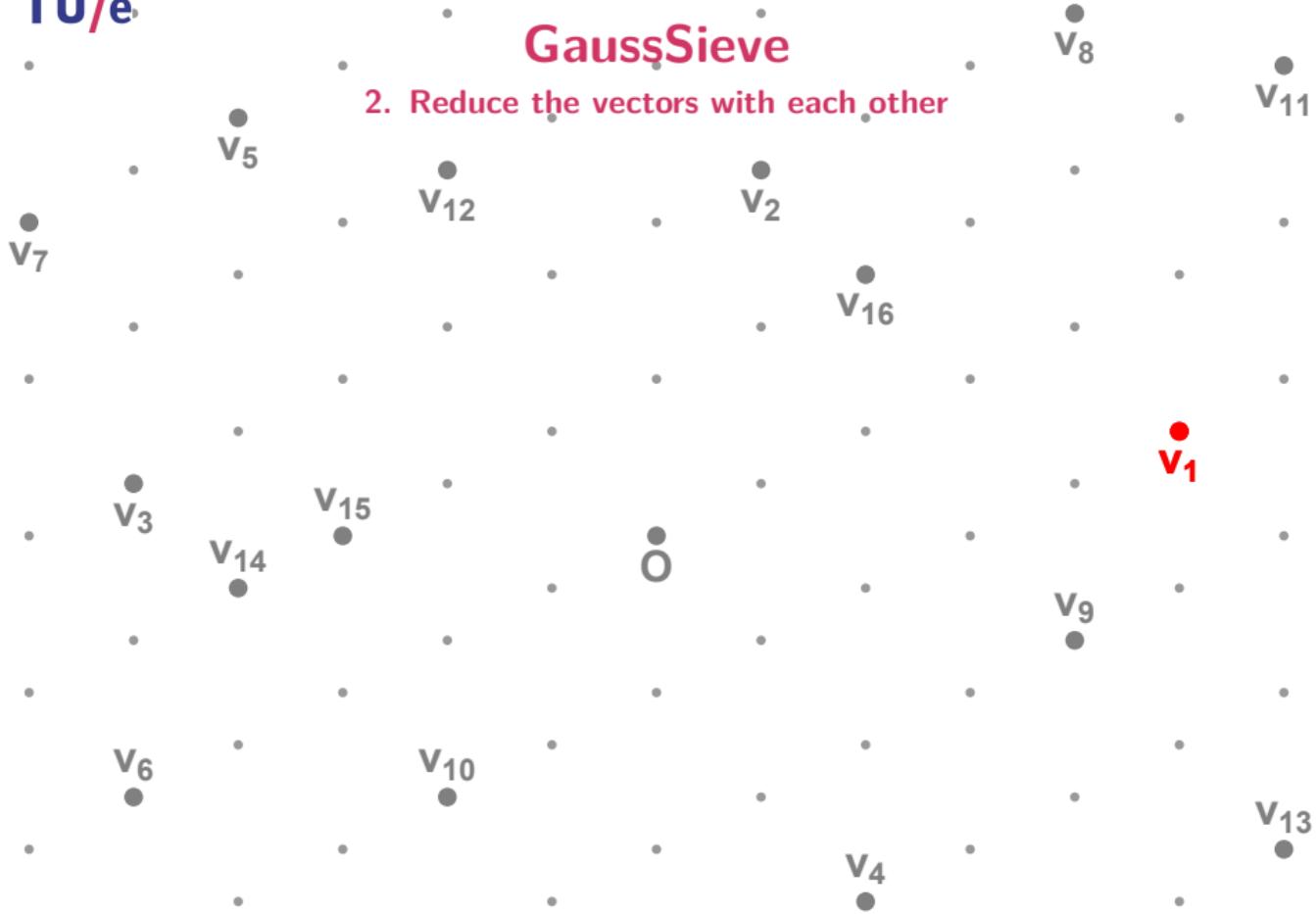
# GaussSieve

2. Reduce the vectors with each other



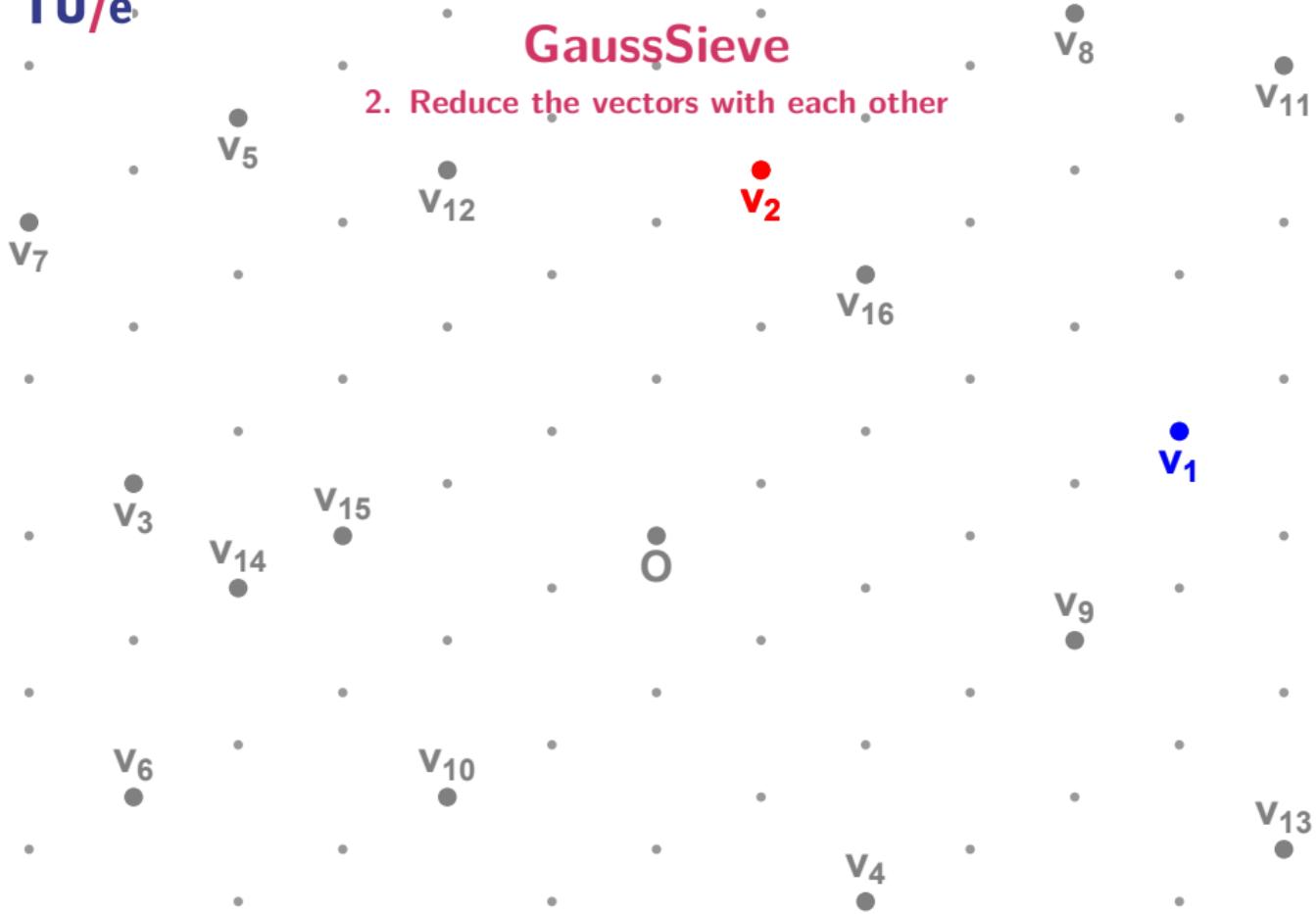
# GaussSieve

2. Reduce the vectors with each other



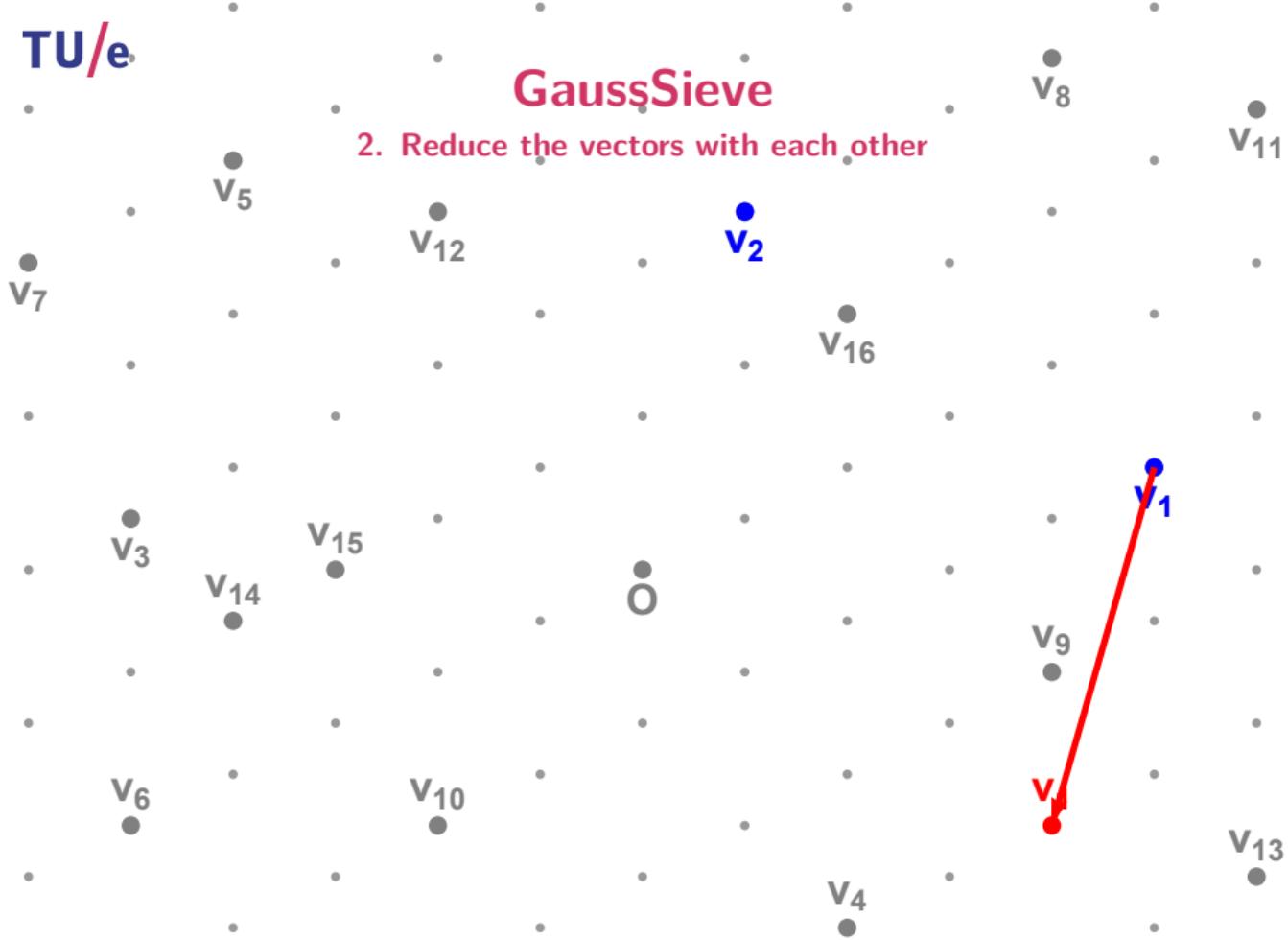
# GaussSieve

2. Reduce the vectors with each other



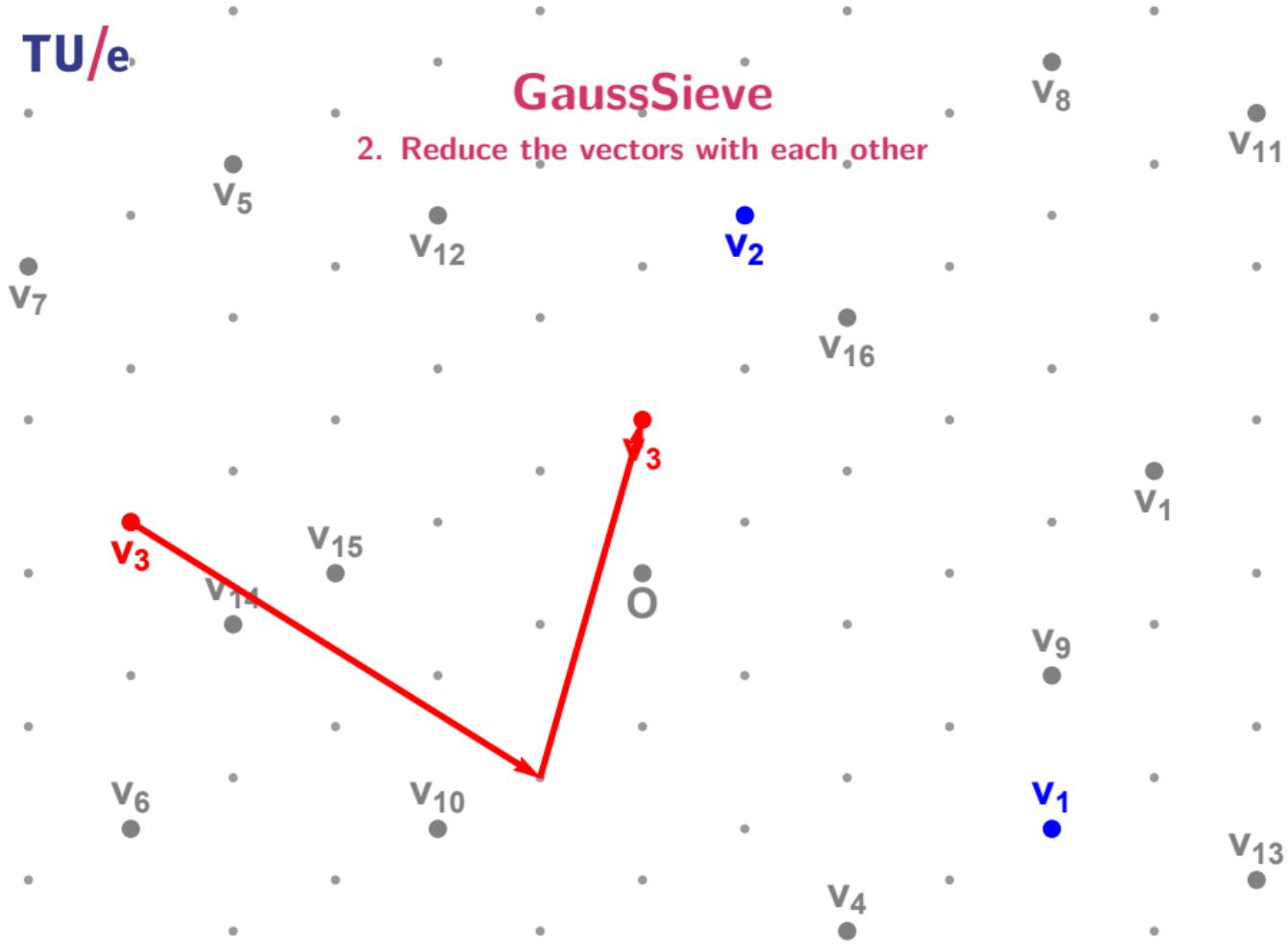
## GaussSieve

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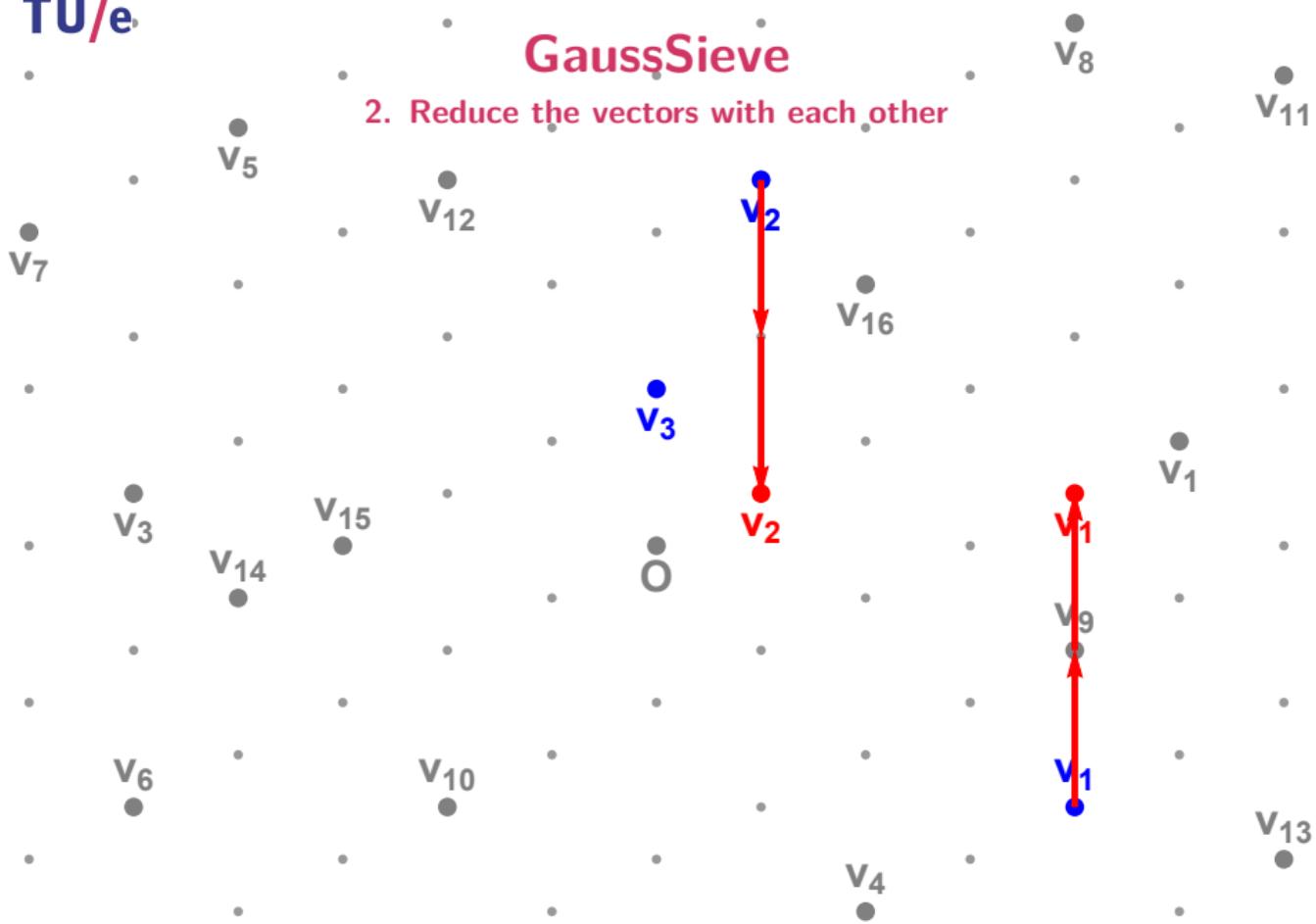
## GaussSieve

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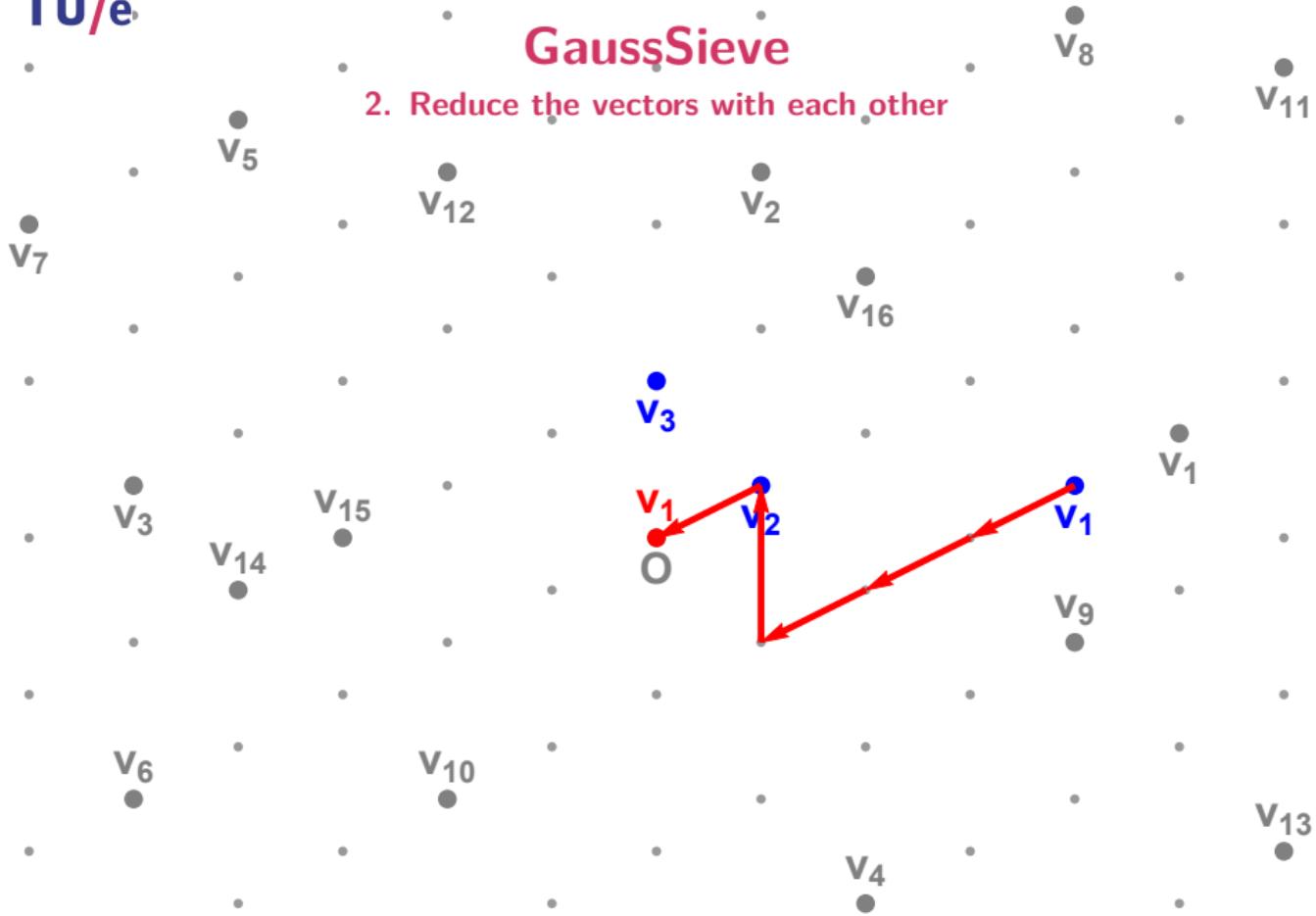
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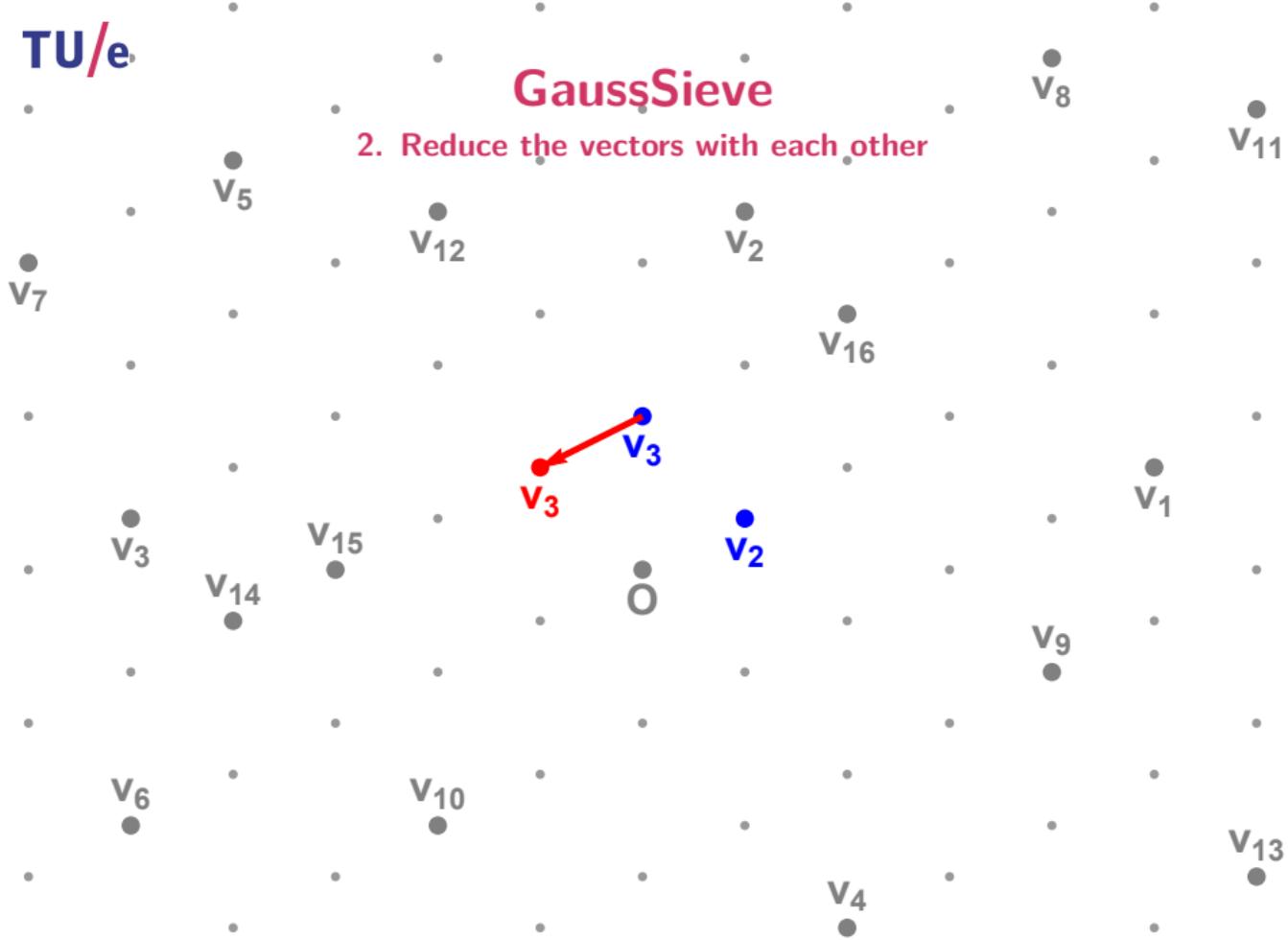
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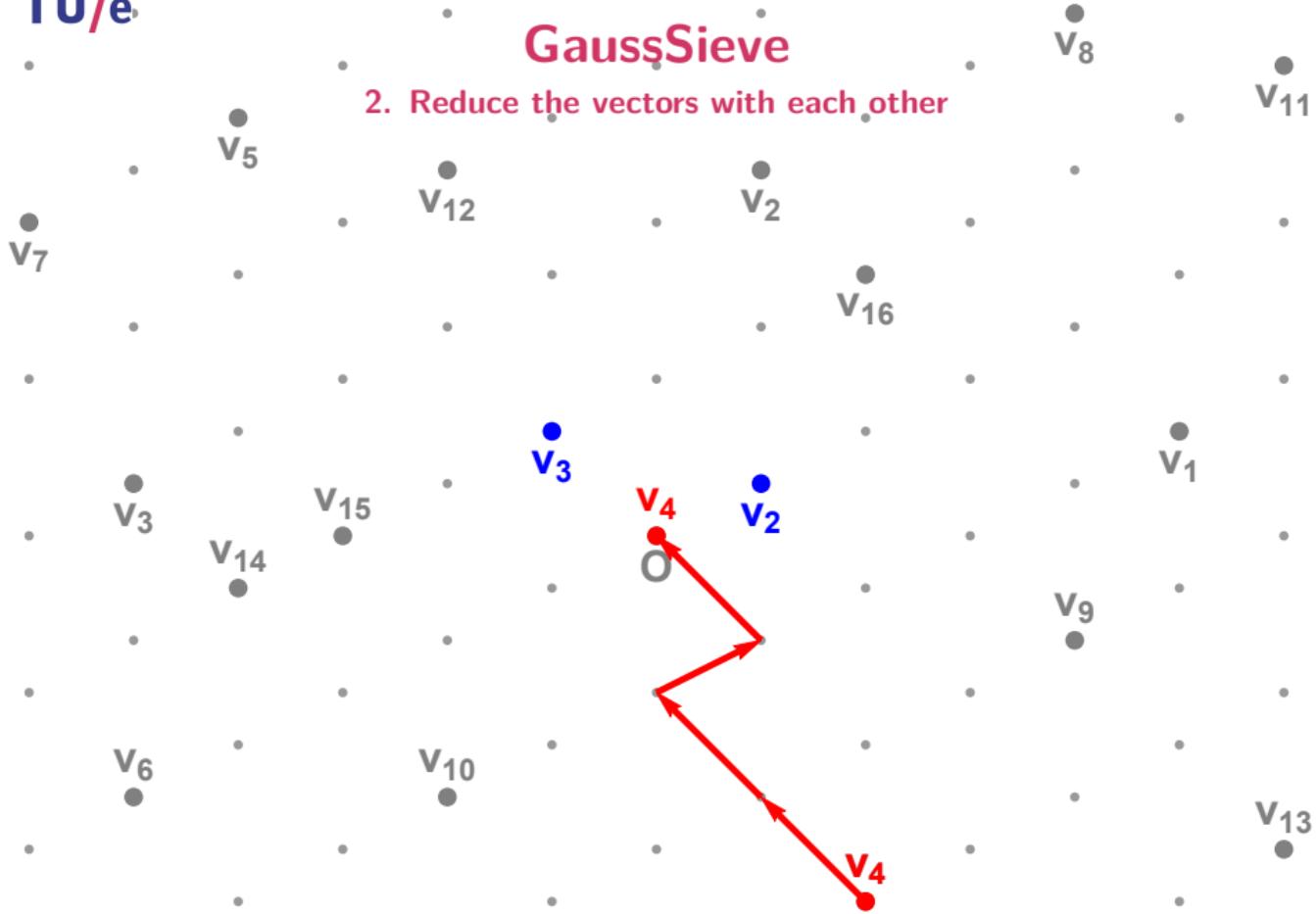
# GaussSieve

2. Reduce the vectors with each other



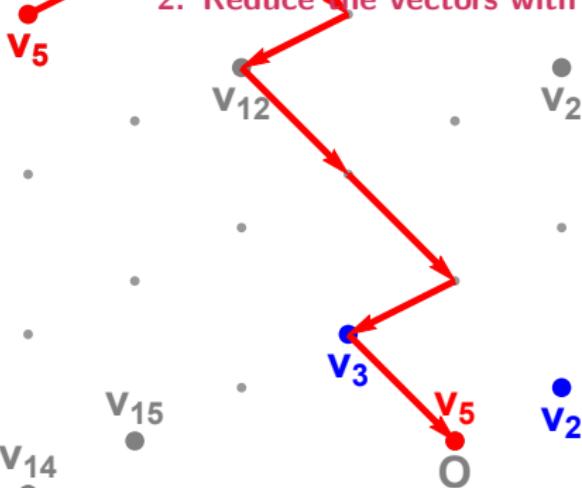
# GaussSieve

2. Reduce the vectors with each other



## GaussSieve

2. Reduce the vectors with each other



$v_6$

$v_3$

$v_{14}$

$v_{15}$

$v_{10}$

$v_5$

$v_{12}$

$v_3$

$v_5$

$v_2$

$v_2$

$v_4$

$v_{16}$

$v_9$

$v_1$

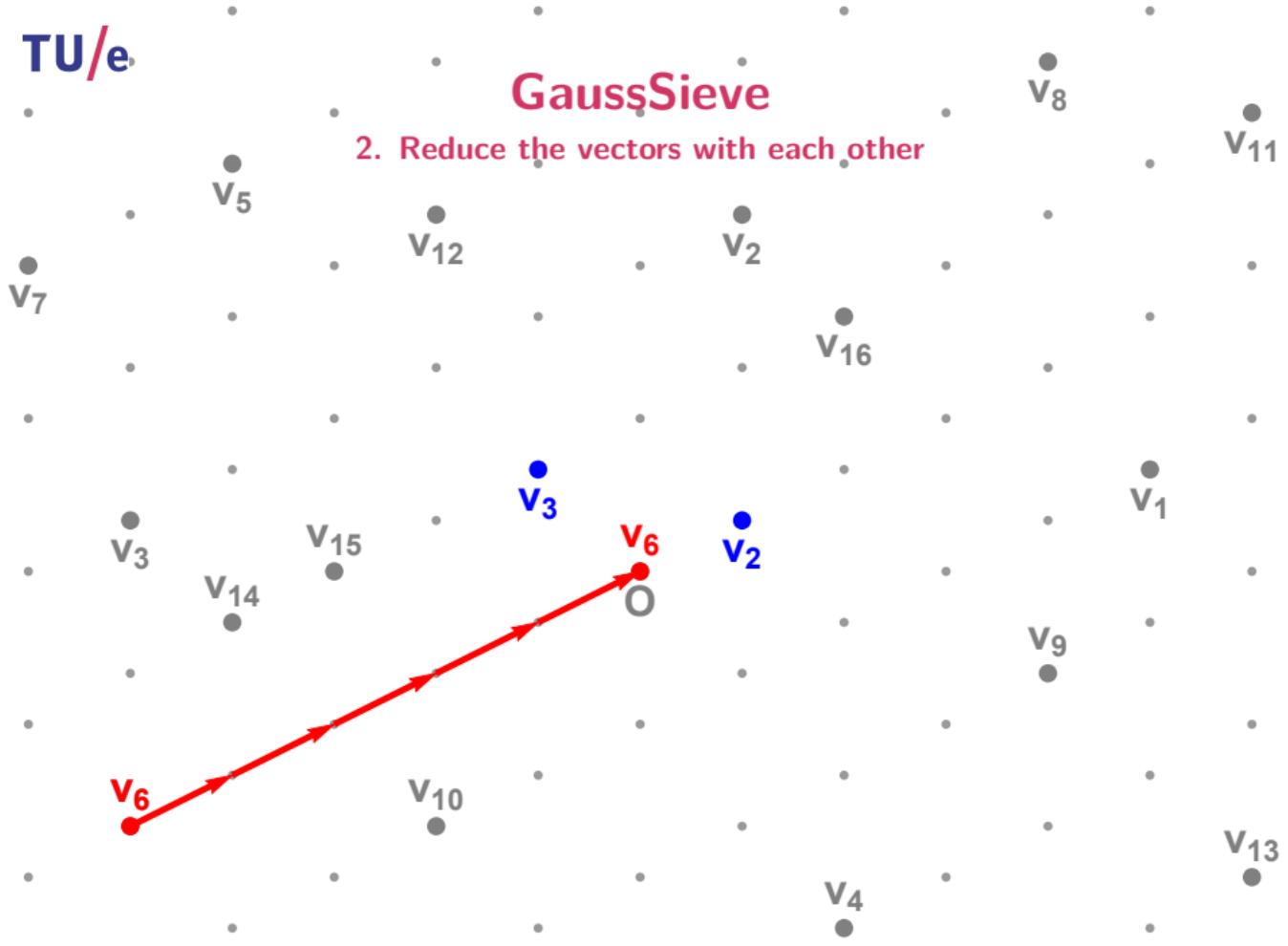
$v_8$

$v_{13}$

$v_{11}$

# GaussSieve

2. Reduce the vectors with each other



## GaussSieve

2. Reduce the vectors with each other

$v_7$

$v_5$

$v_{12}$

$v_2$

$v_{16}$

$v_1$

$v_3$

$v_{14}$

$v_{15}$

$v_2$

$v_6$

$v_{10}$

$v_4$

$v_{13}$

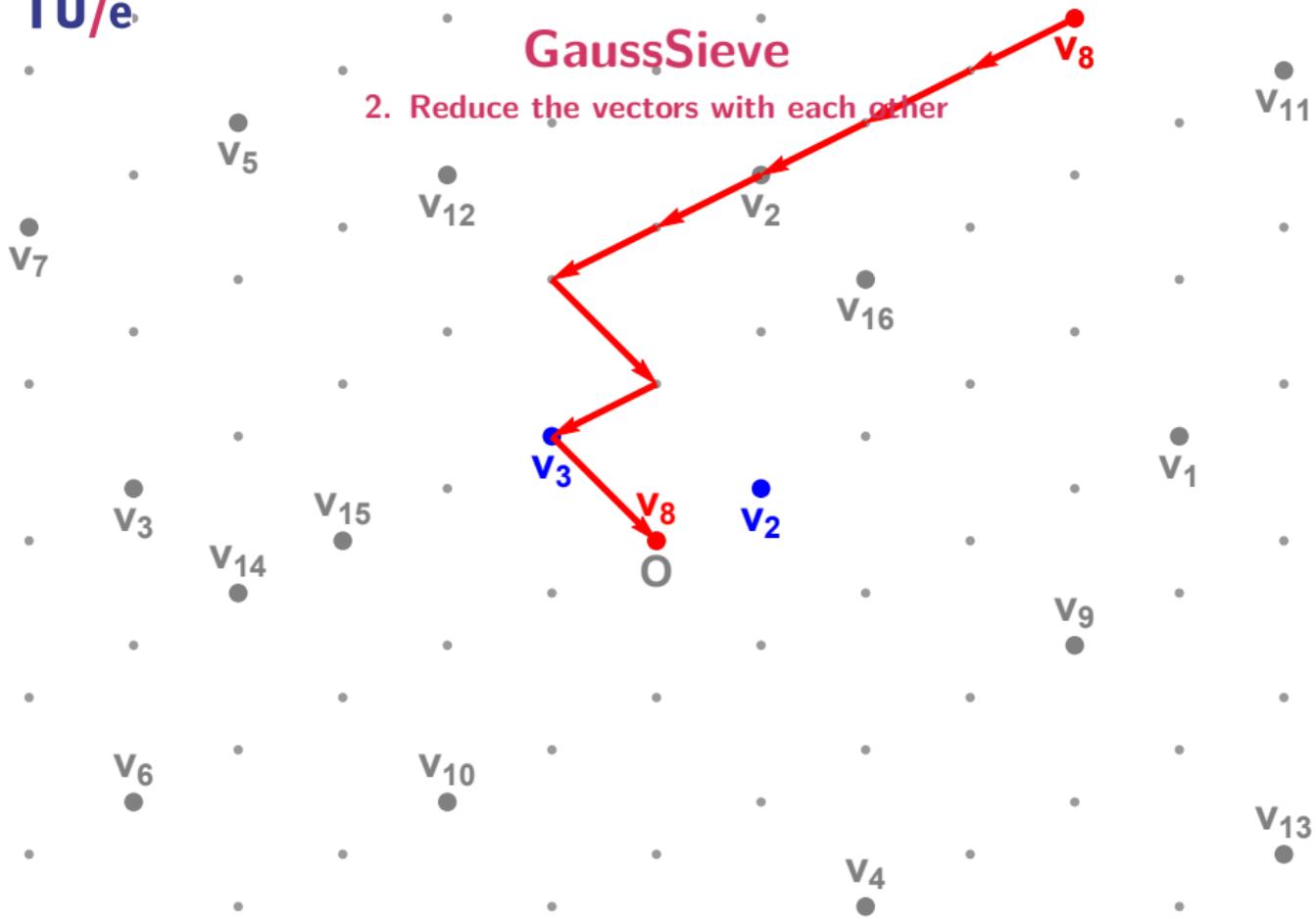
$O$

$v_3$

$v_7$

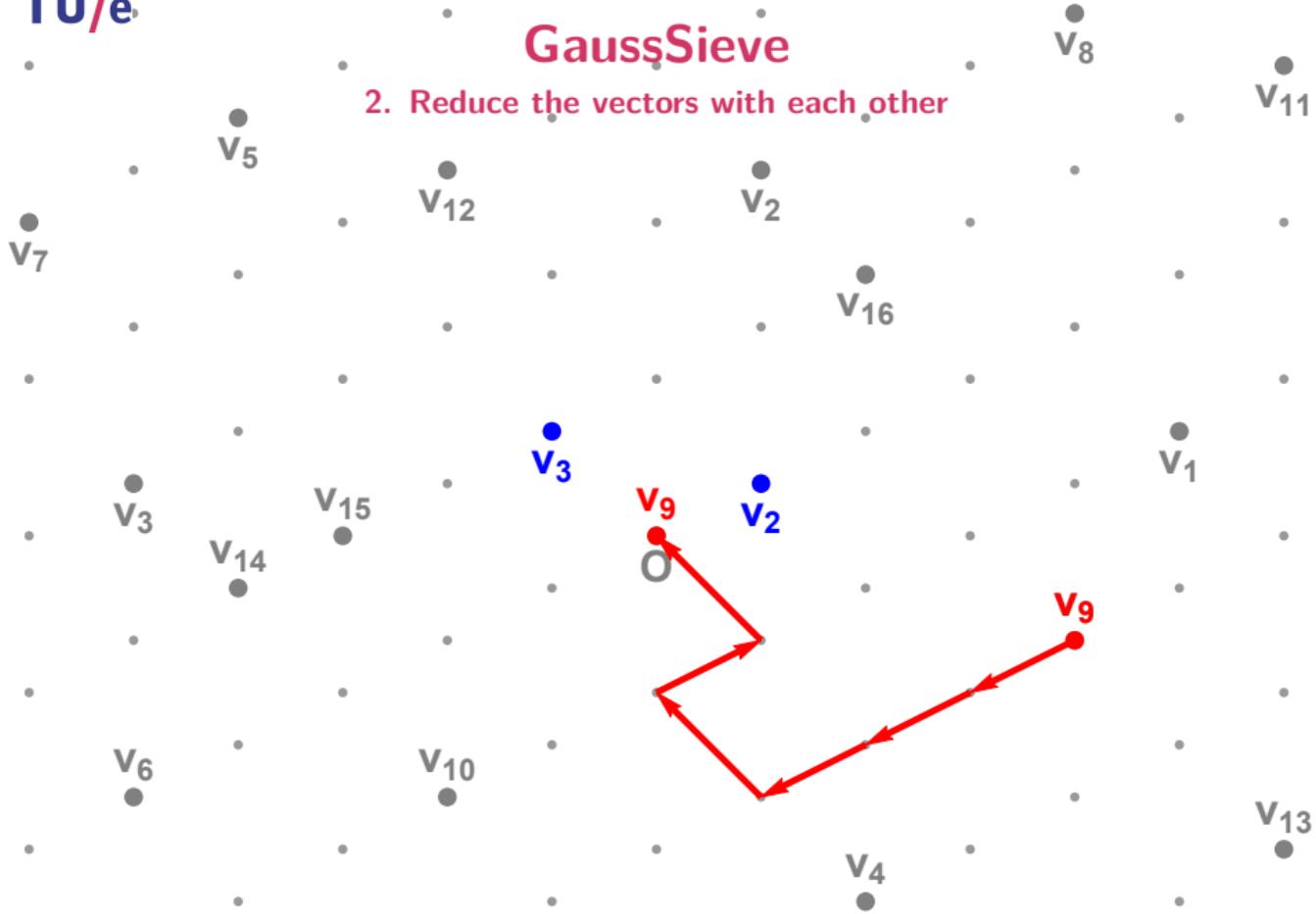
# GaussSieve

2. Reduce the vectors with each other



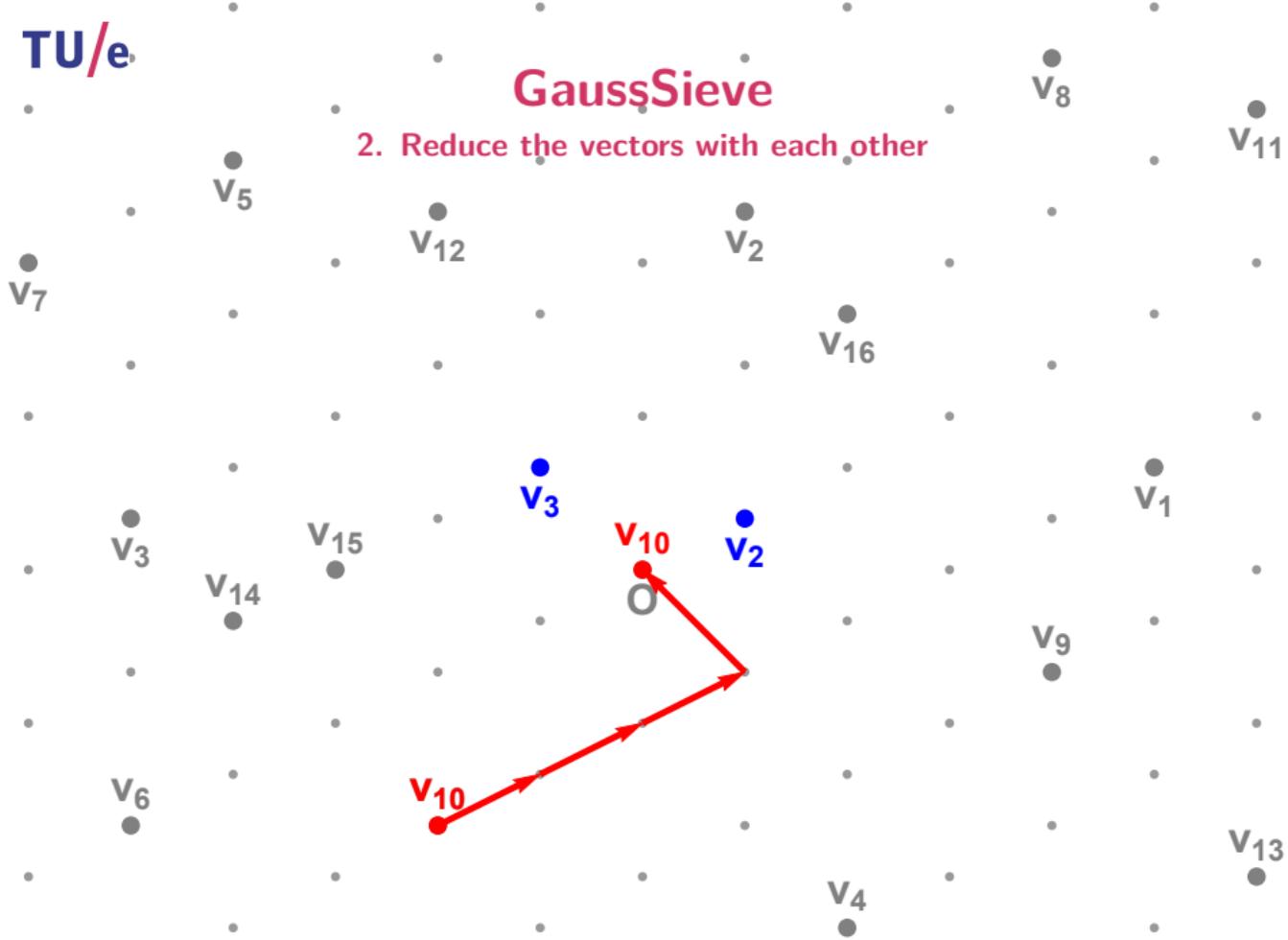
# GaussSieve

2. Reduce the vectors with each other



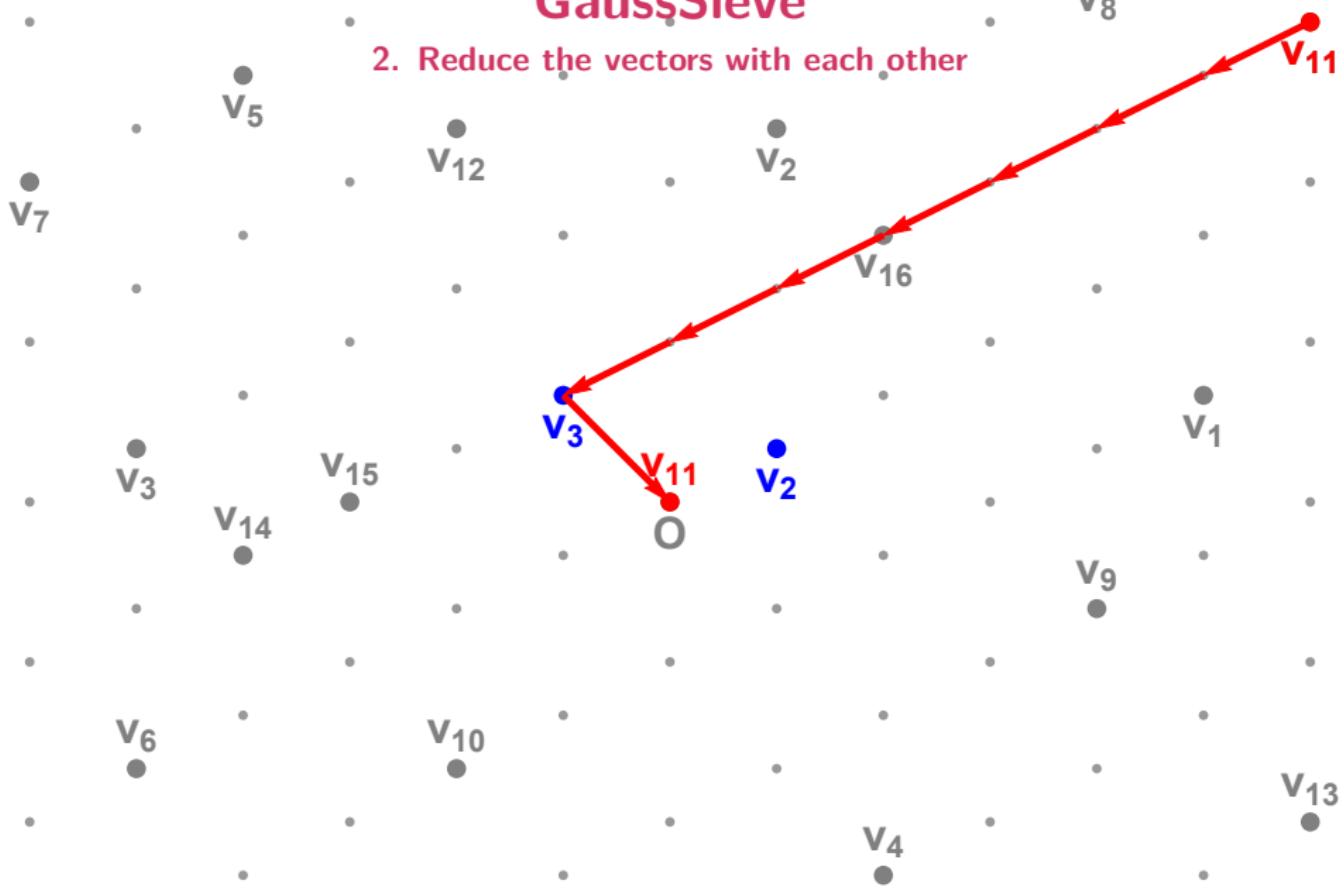
# GaussSieve

2. Reduce the vectors with each other



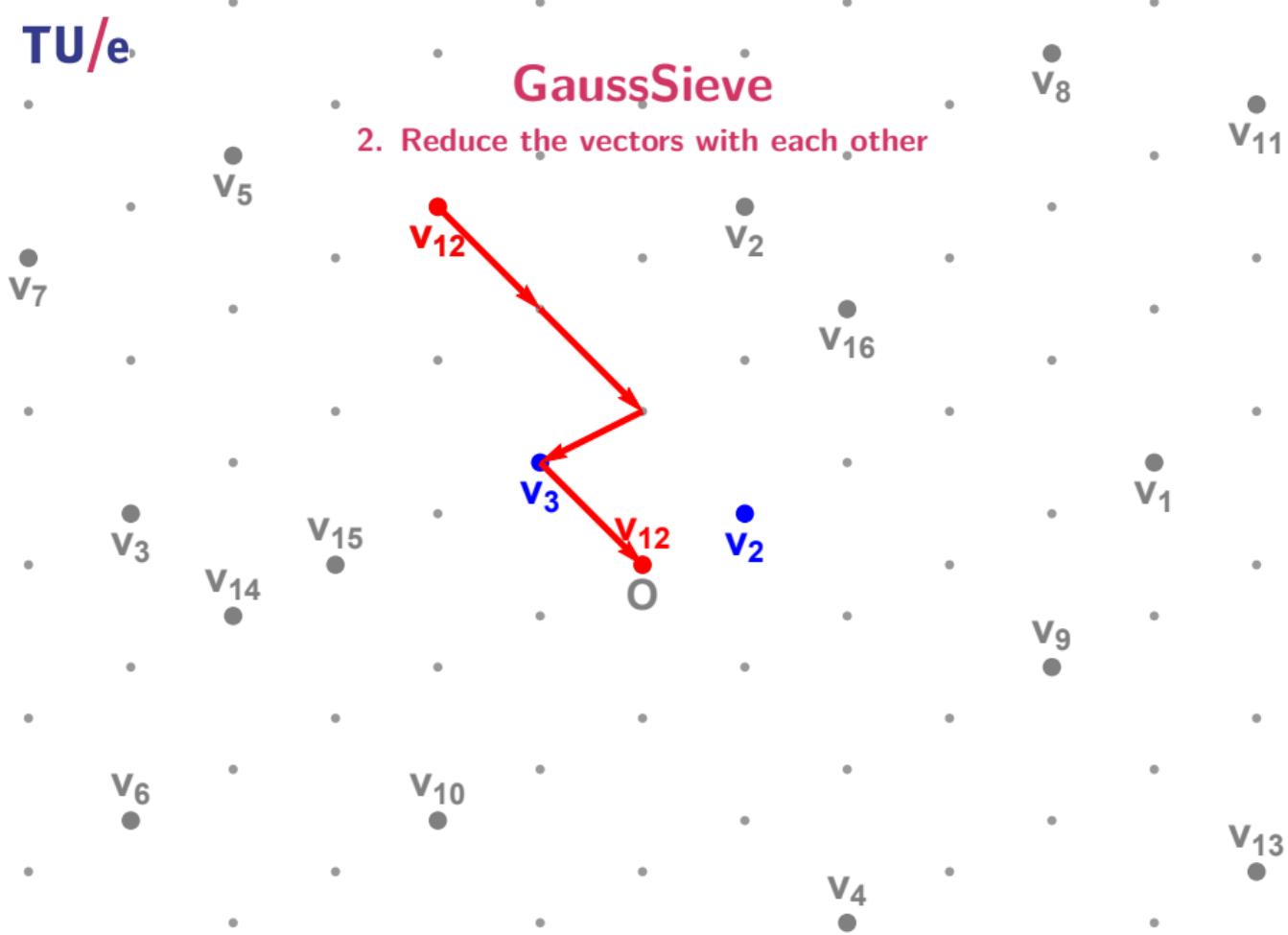
## GaussSieve

2. Reduce the vectors with each other



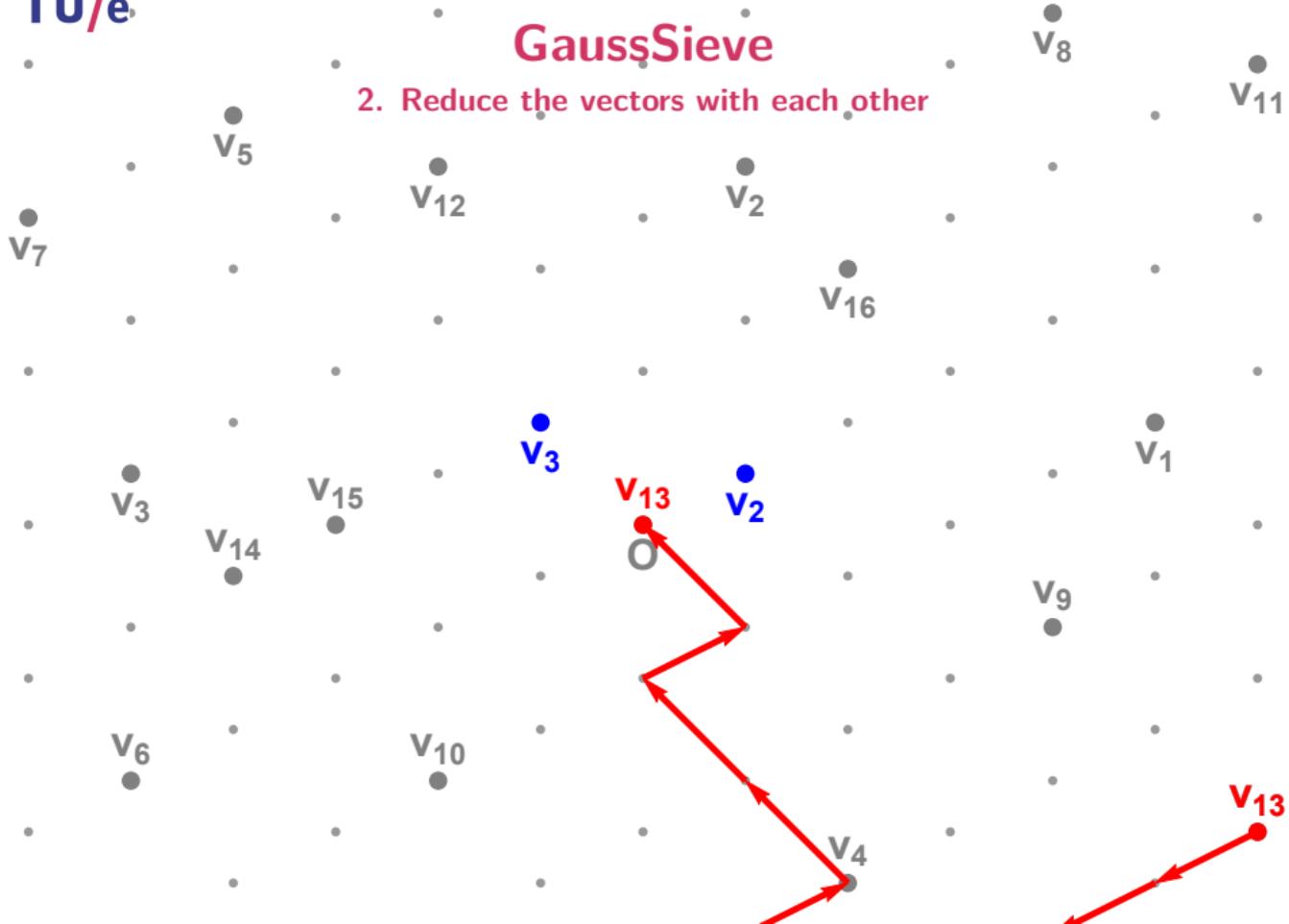
# GaussSieve

2. Reduce the vectors with each other



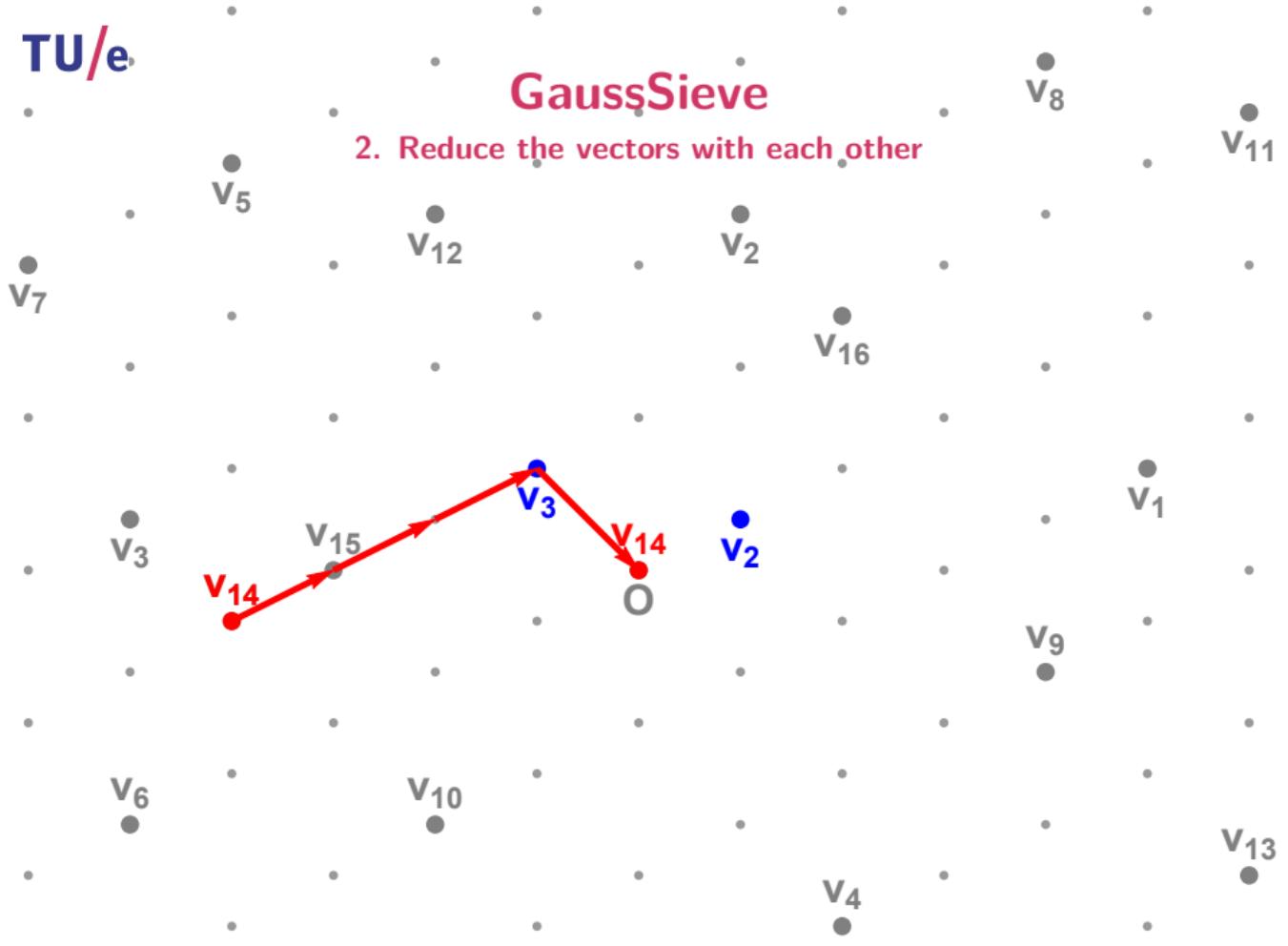
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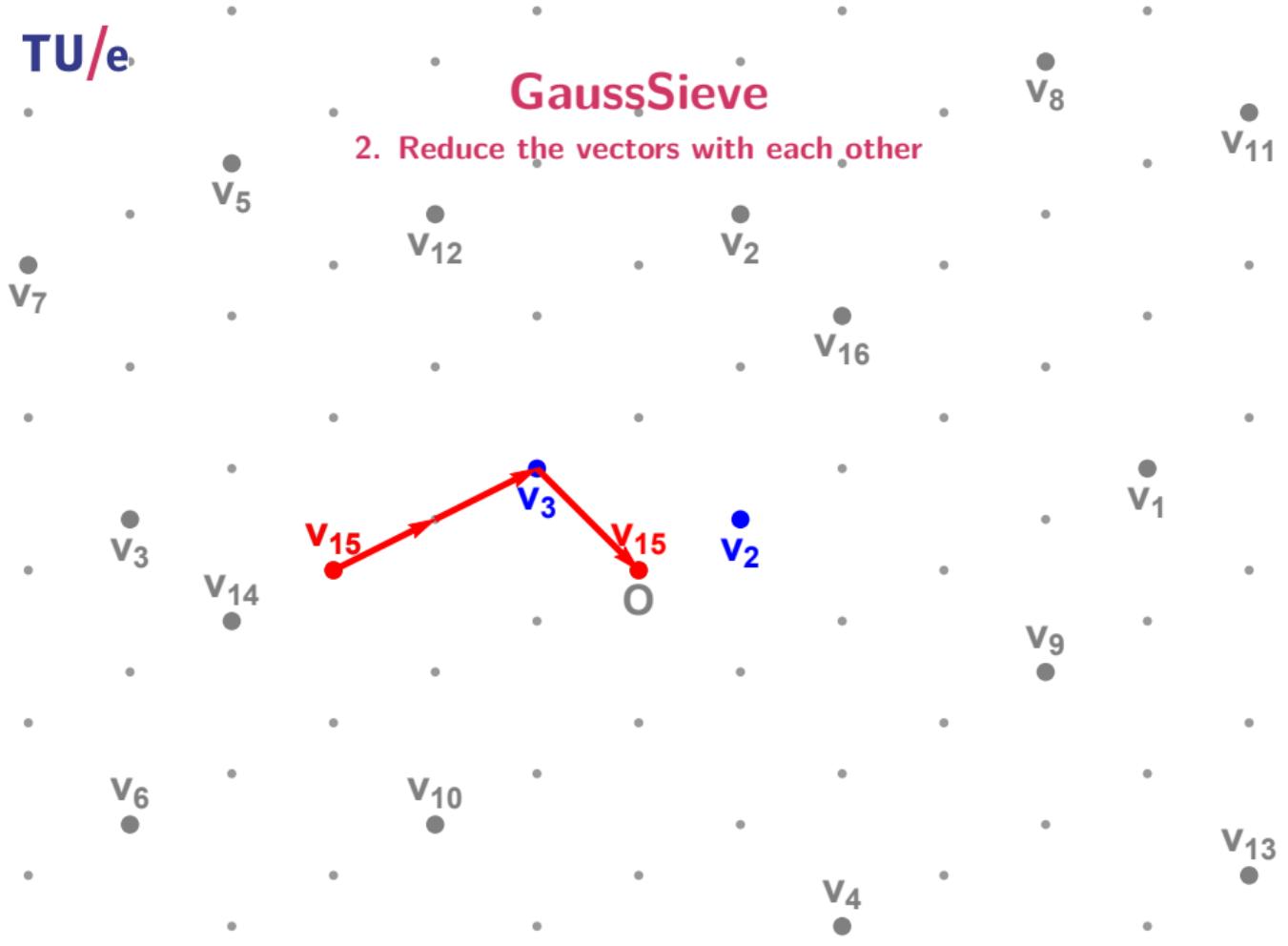
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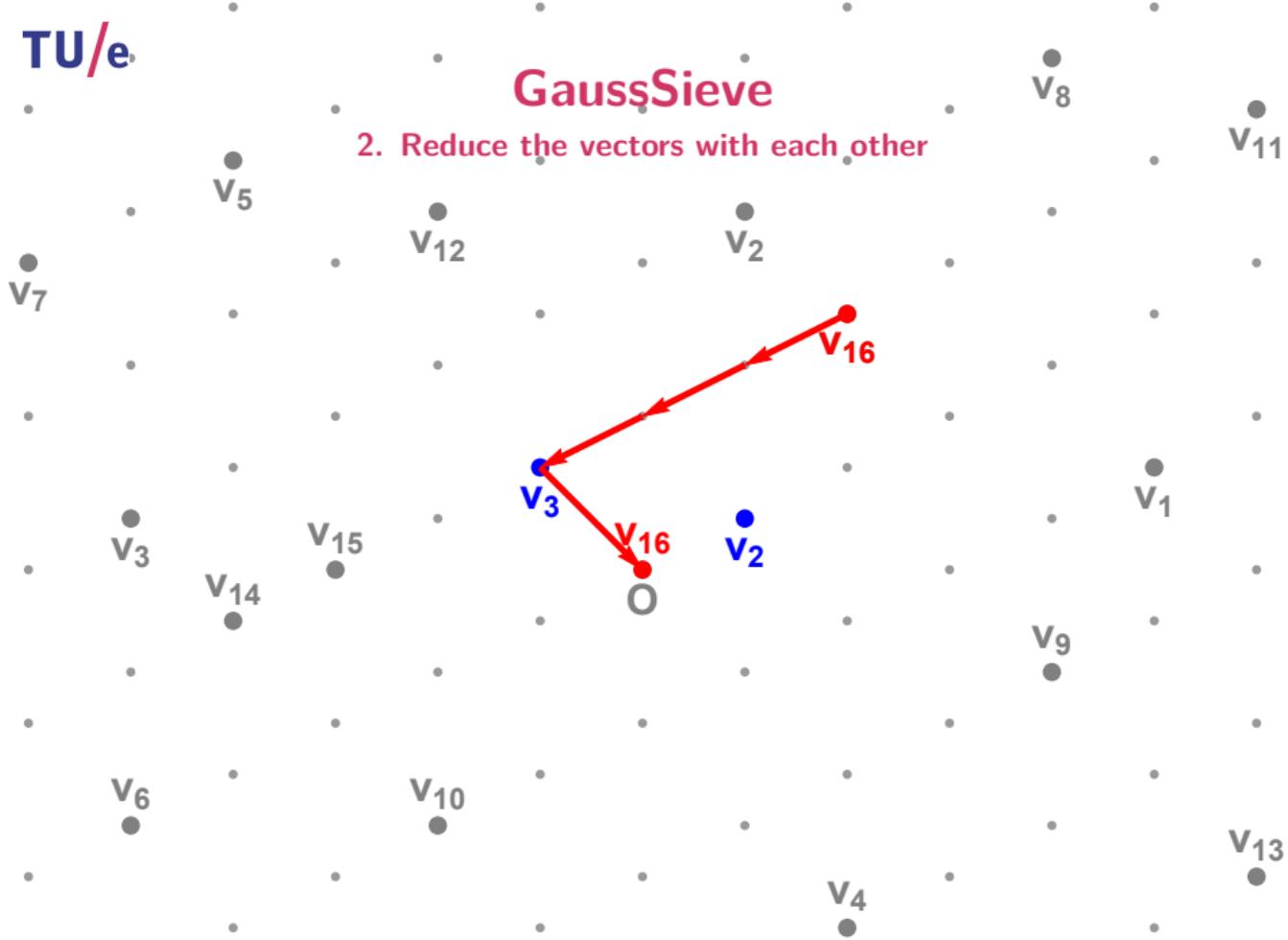
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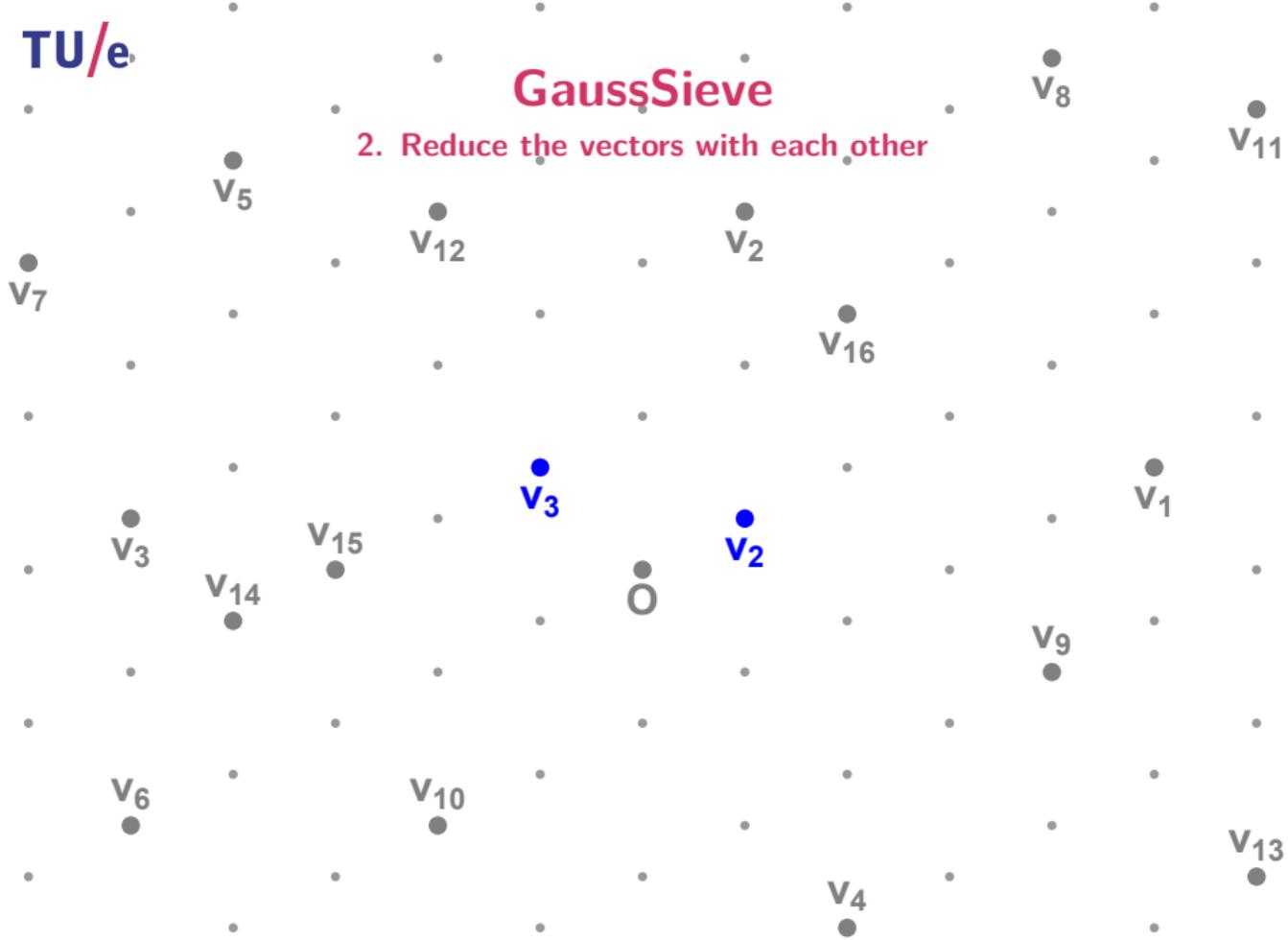
## GaussSieve

2. Reduce the vectors with each other



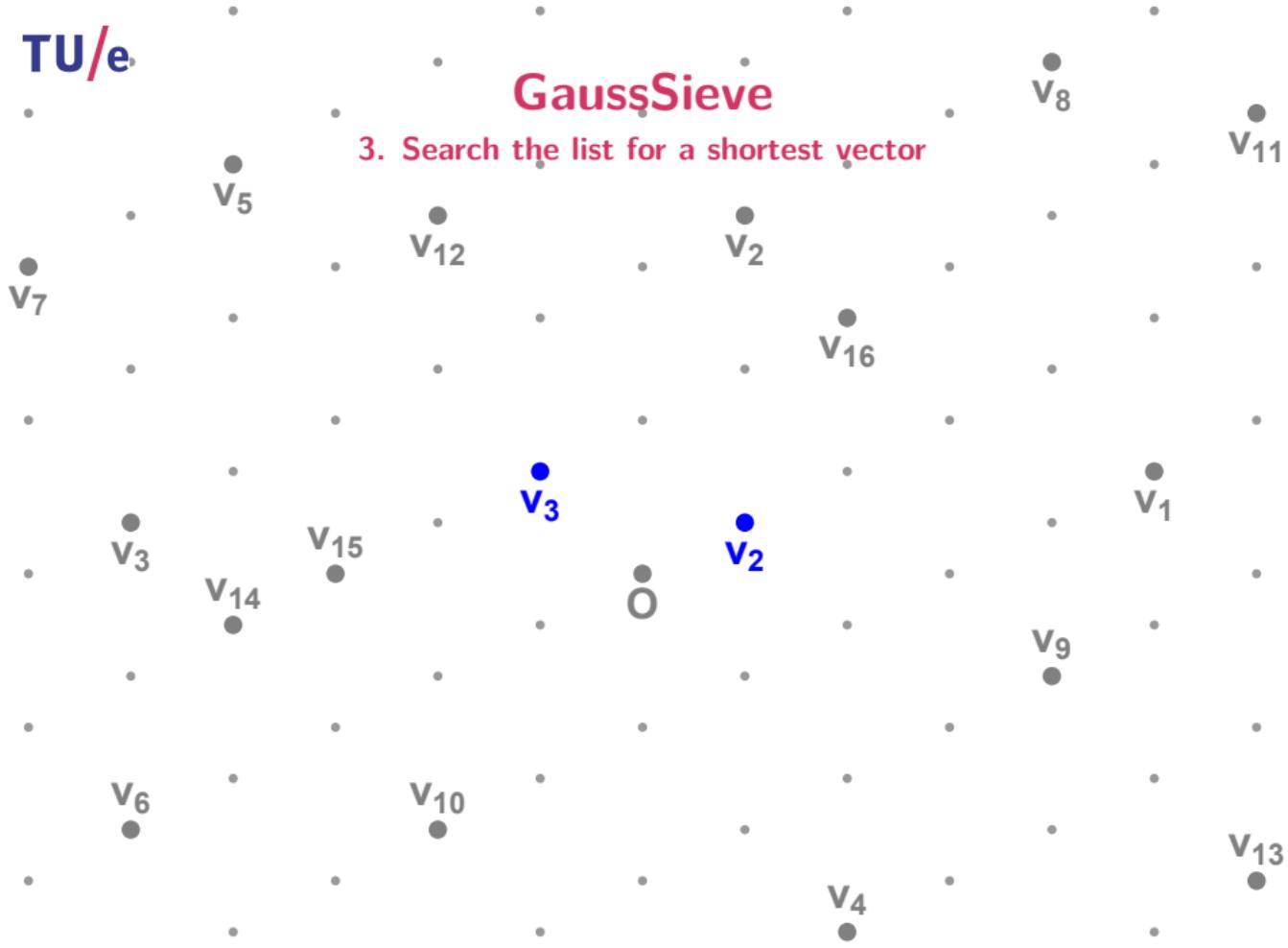
# GaussSieve

2. Reduce the vectors with each other



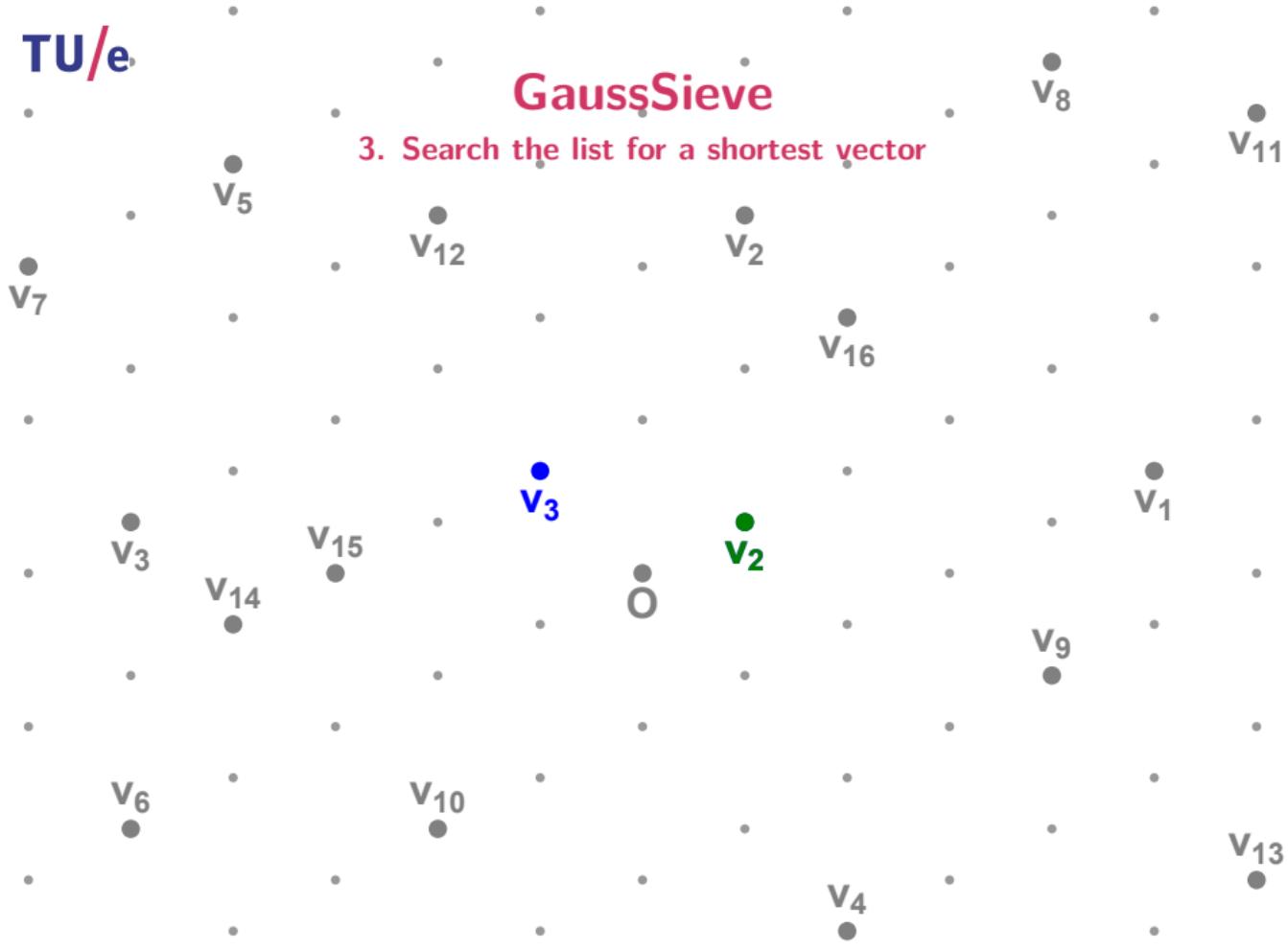
## GaussSieve

3. Search the list for a shortest vector



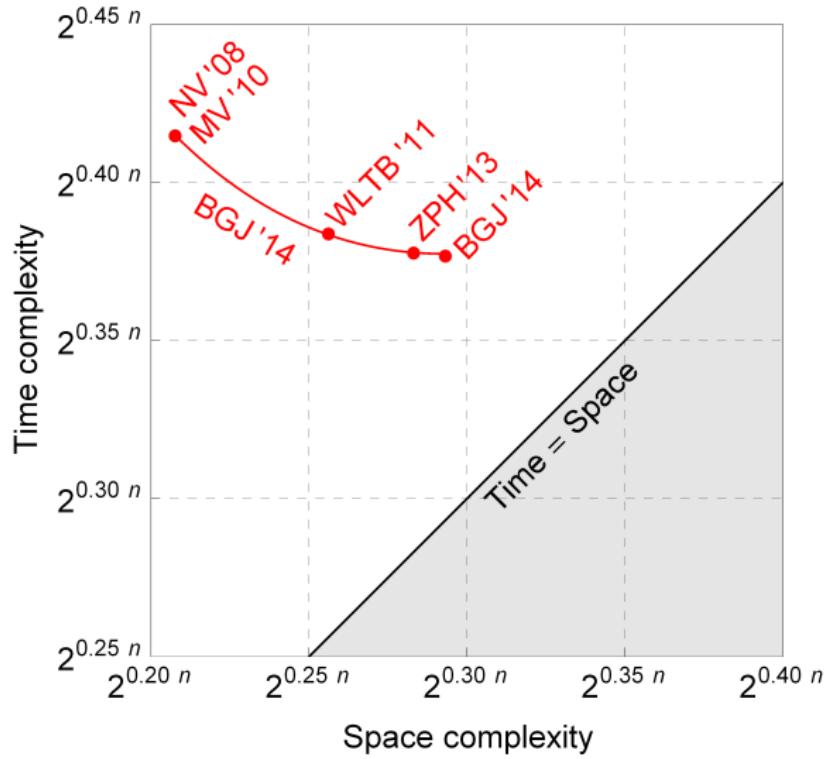
## GaussSieve

3. Search the list for a shortest vector



# Sieving

## Space/time trade-off



# Locality-sensitive hashing

## Introduction

*“The key idea is to use hash functions such that the probability of collision is much higher for objects that are close to each other than for those that are far apart.”*

– Indyk and Motwani, STOC’98

# Locality-sensitive hashing

## Introduction

*“The key idea is to use hash functions such that the probability of collision is much higher for objects that are close to each other than for those that are far apart.”*

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(These hash functions are **not** cryptographic hash functions!)

# Nguyen-Vidick sieve with LSH

1. Sample a list  $L$  of random lattice vectors



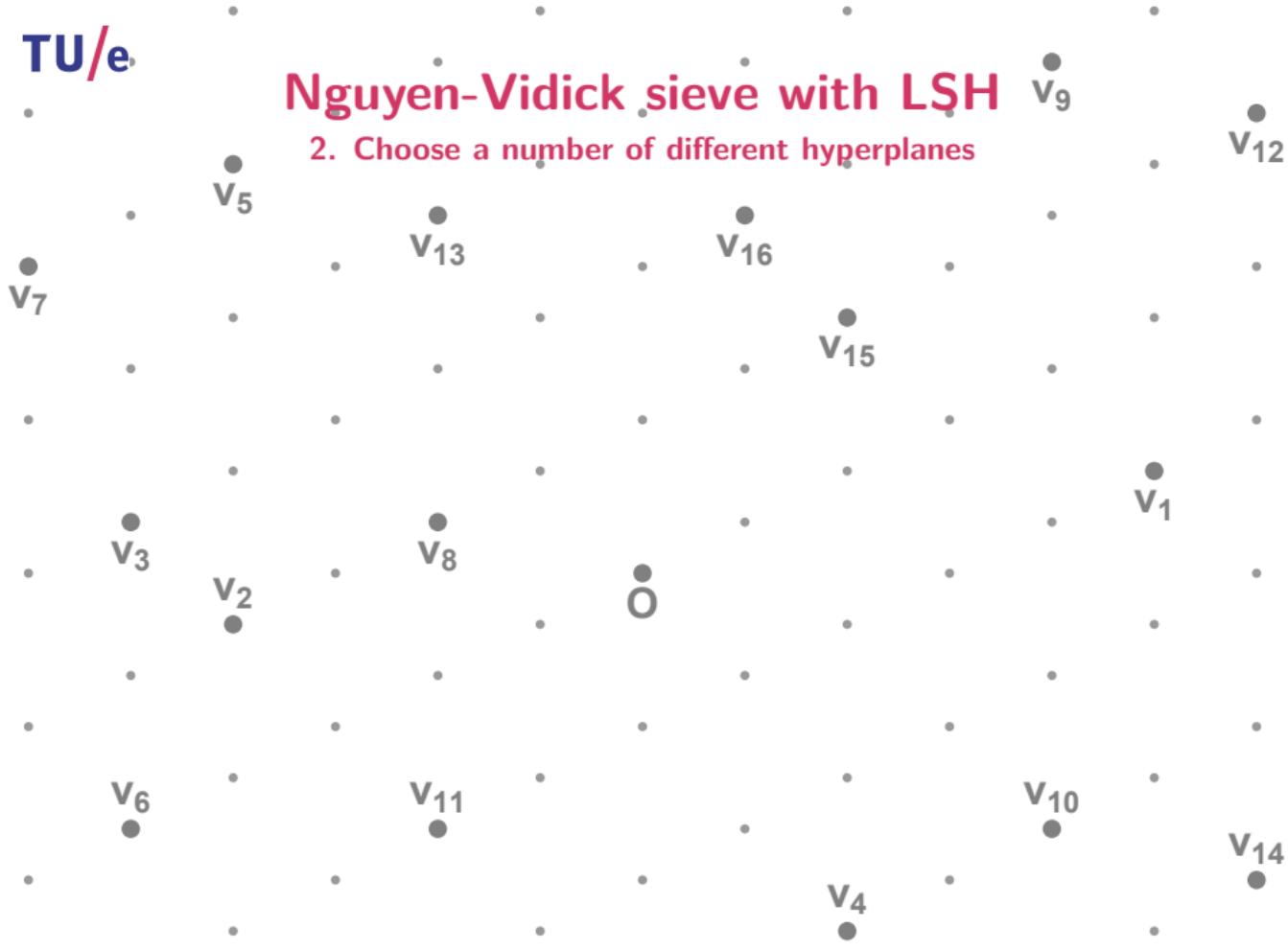
# Nguyen-Vidick sieve with LSH

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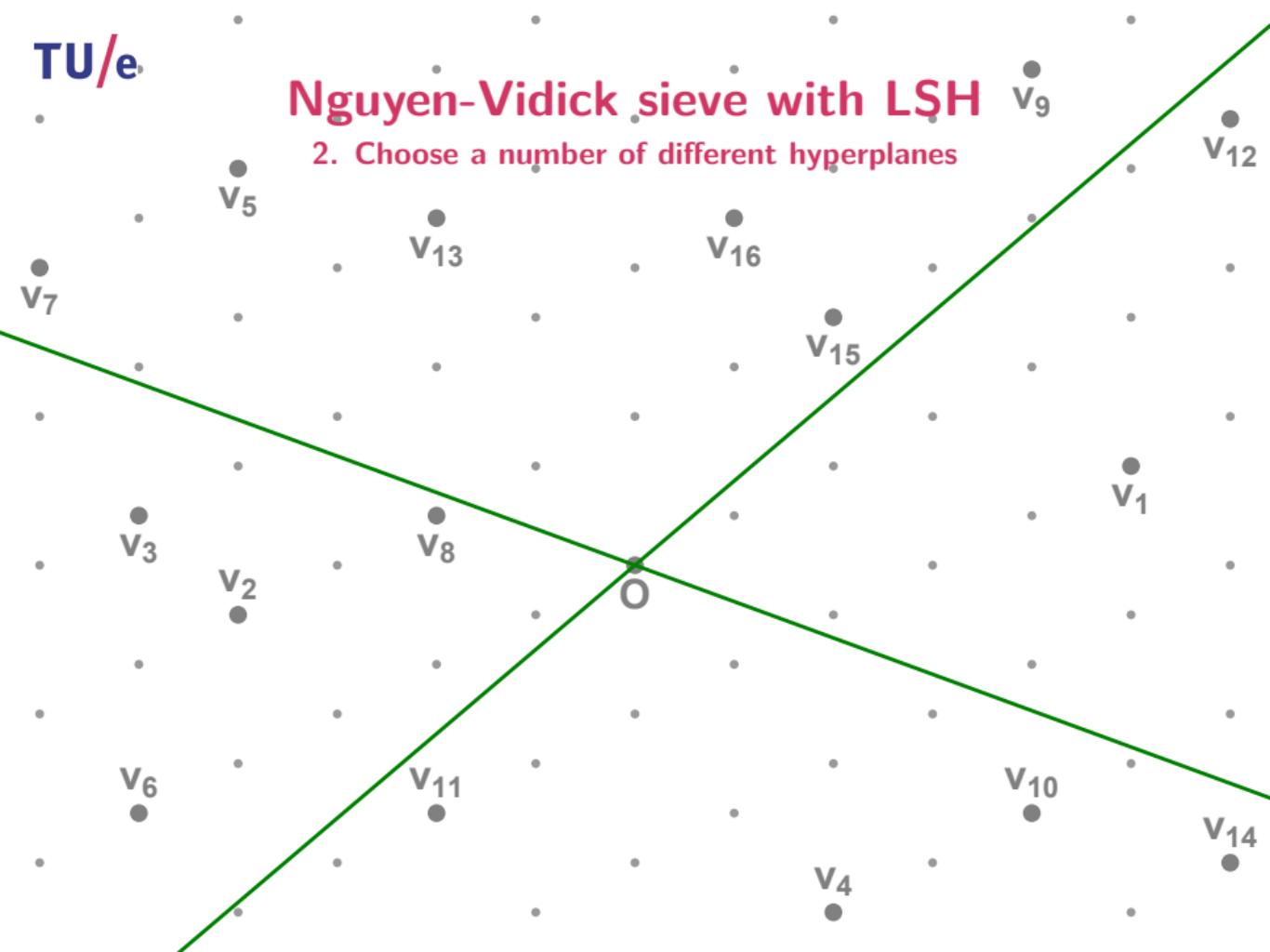
# Nguyen-Vidick sieve with LSH

2. Choose a number of different hyperplanes



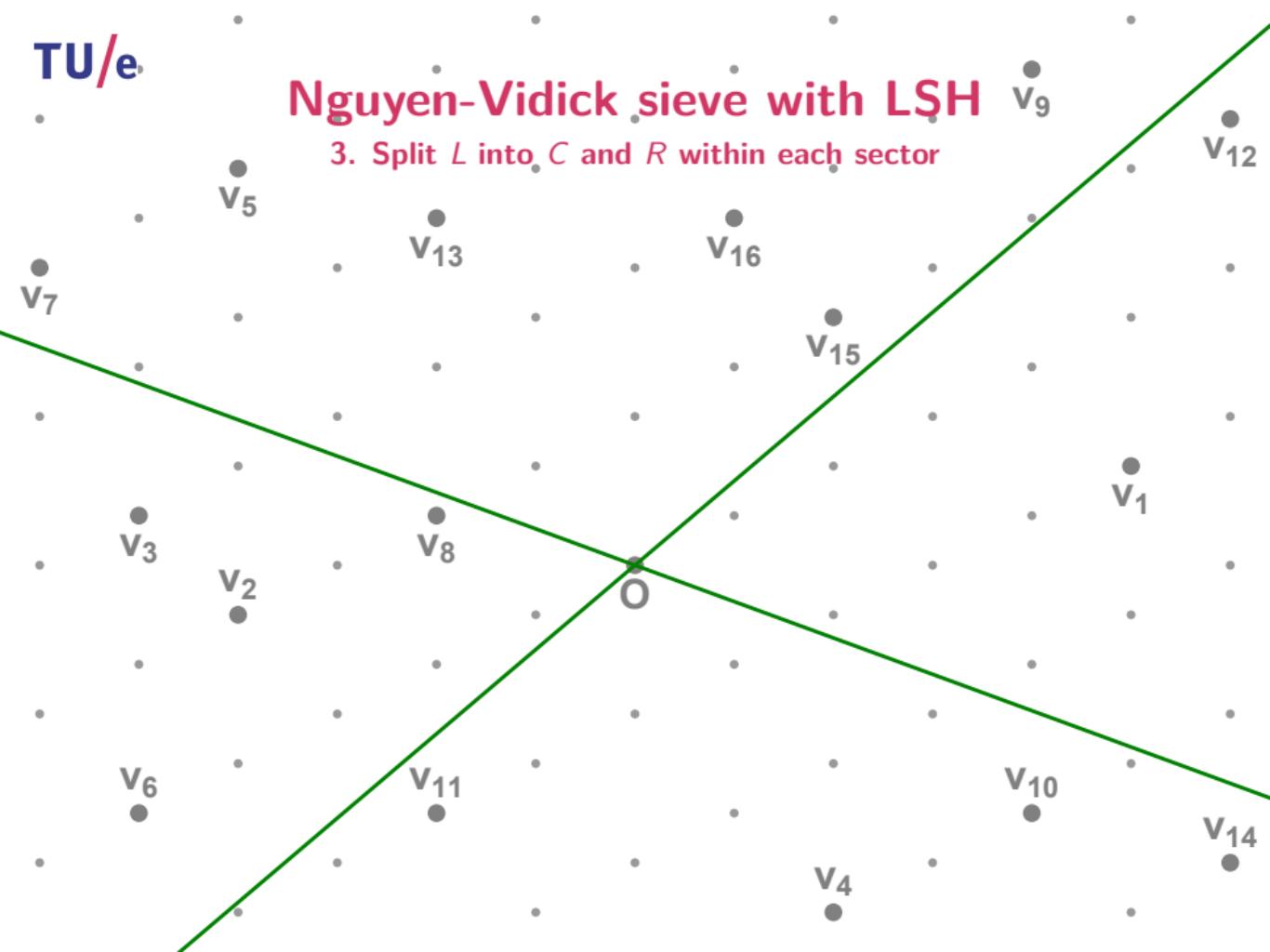
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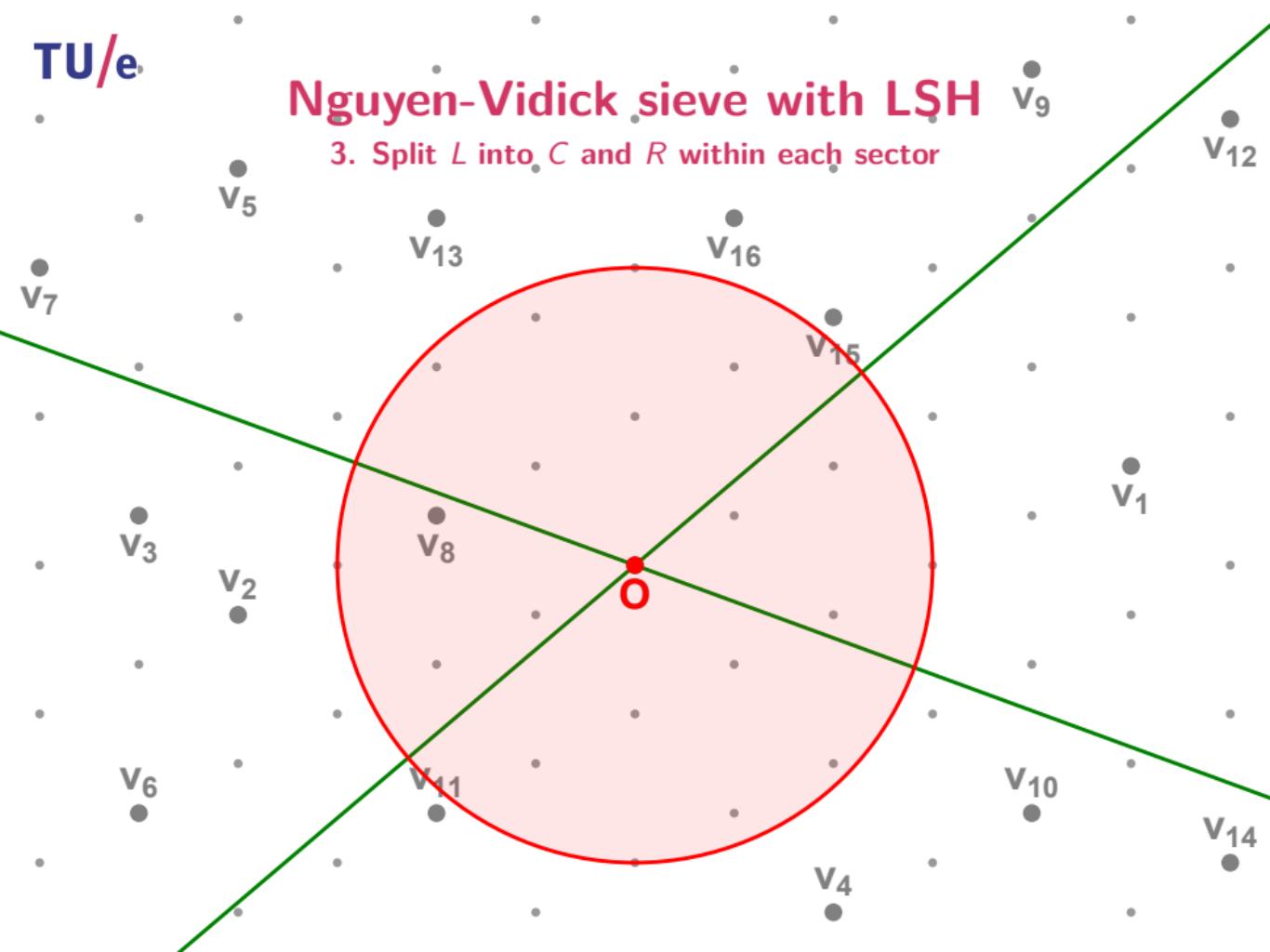
# Nguyen-Vidick sieve with LSH

3. Split  $L$  into  $C$  and  $R$  within each sector



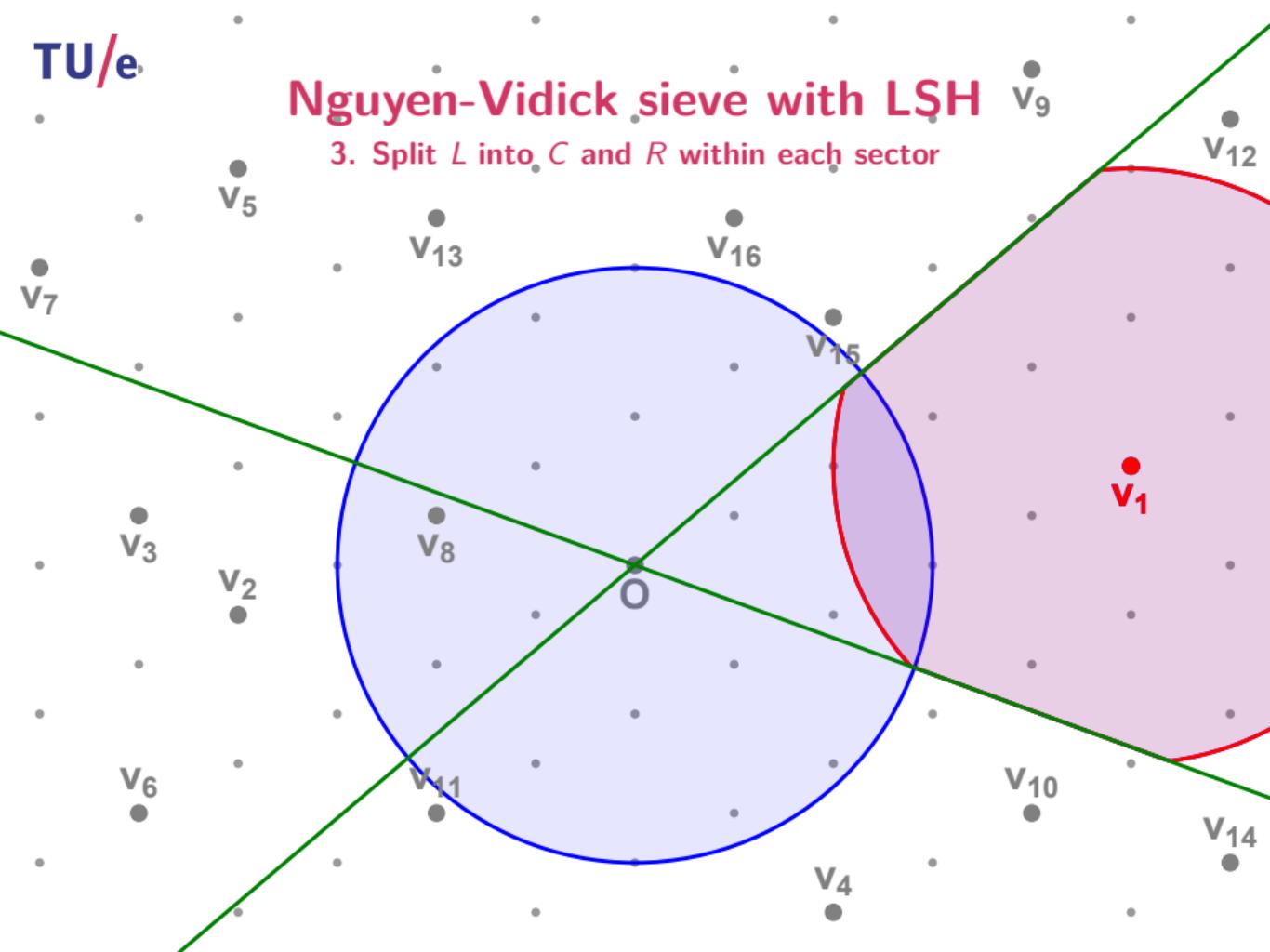
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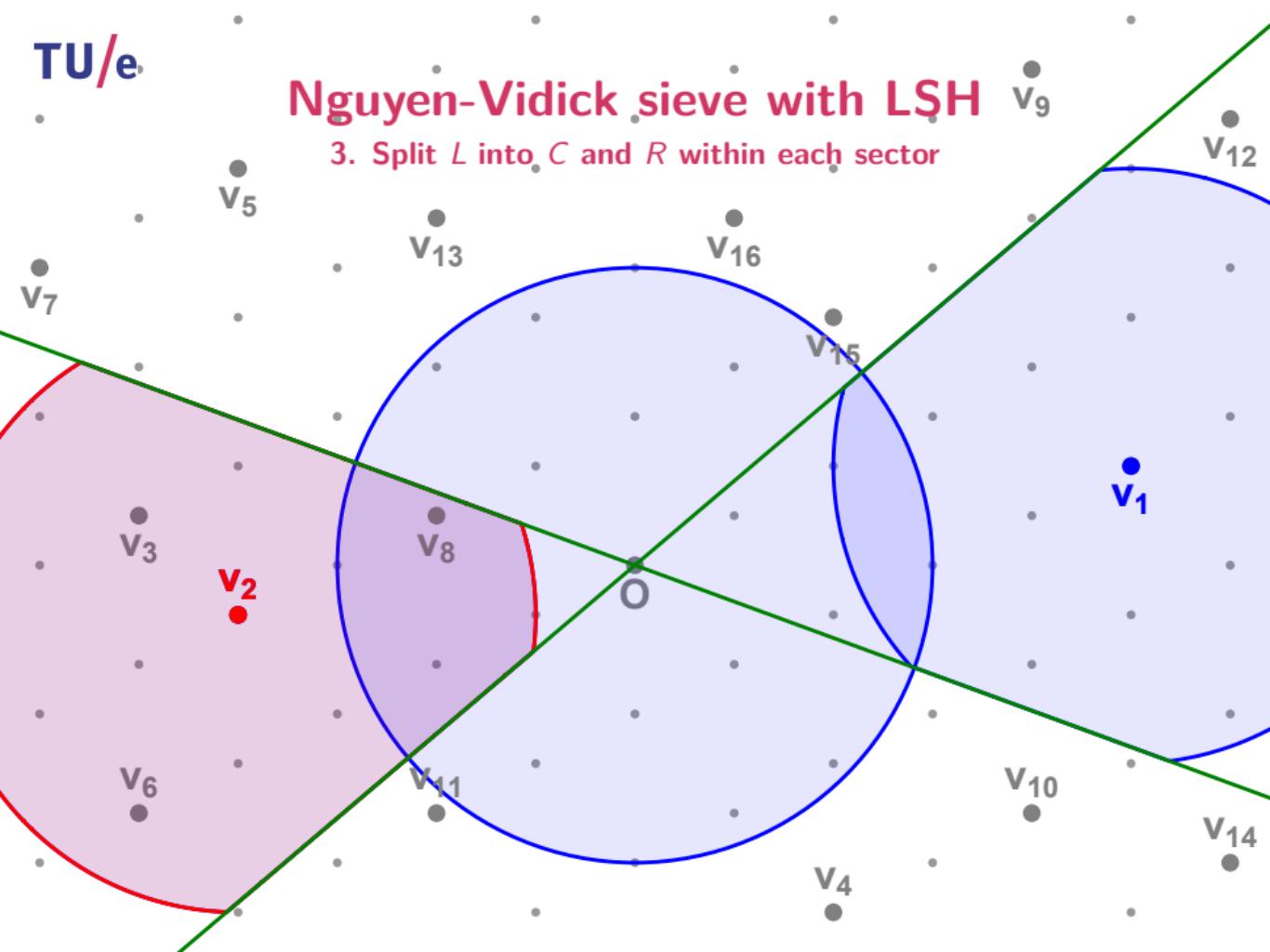
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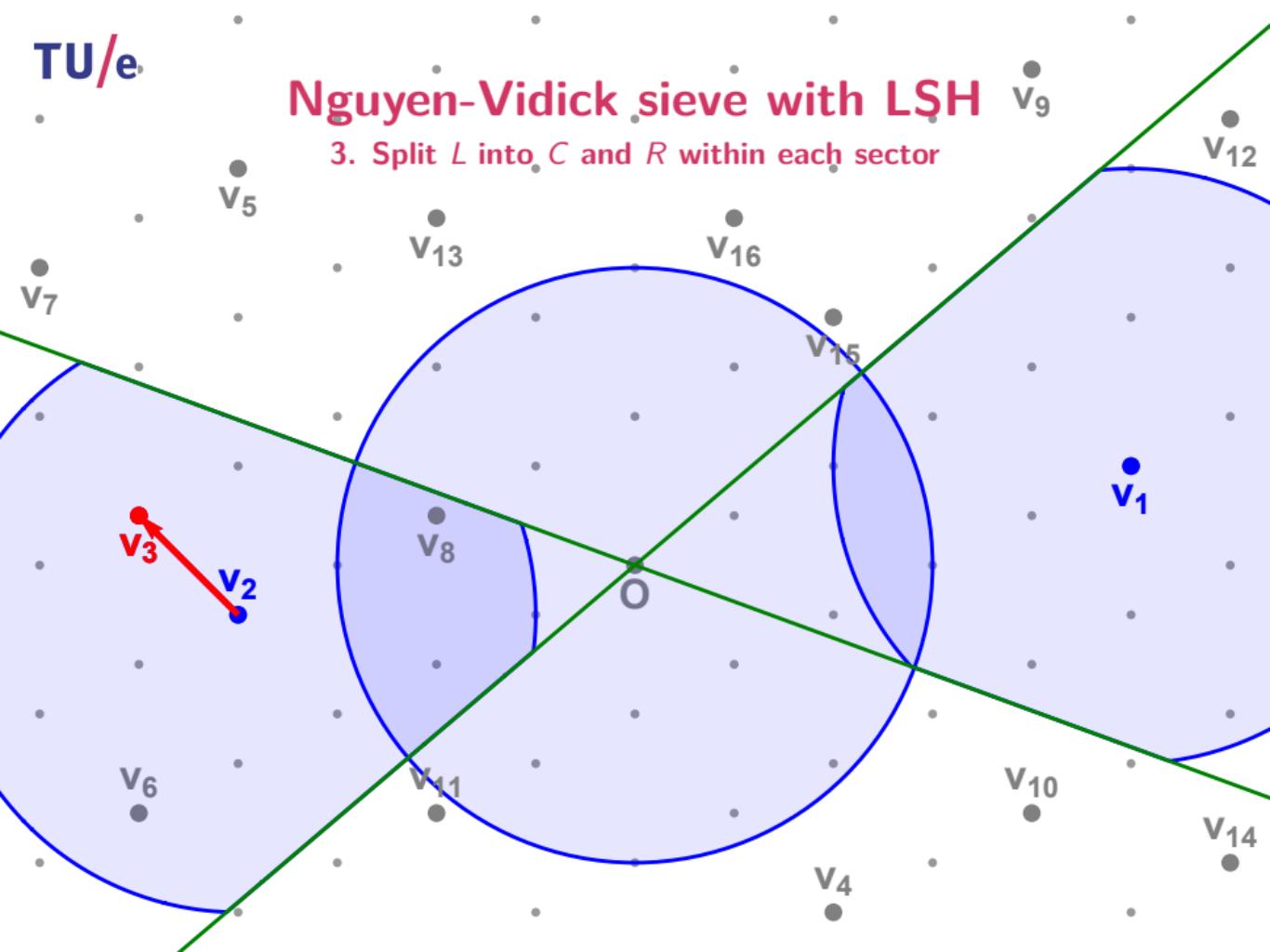
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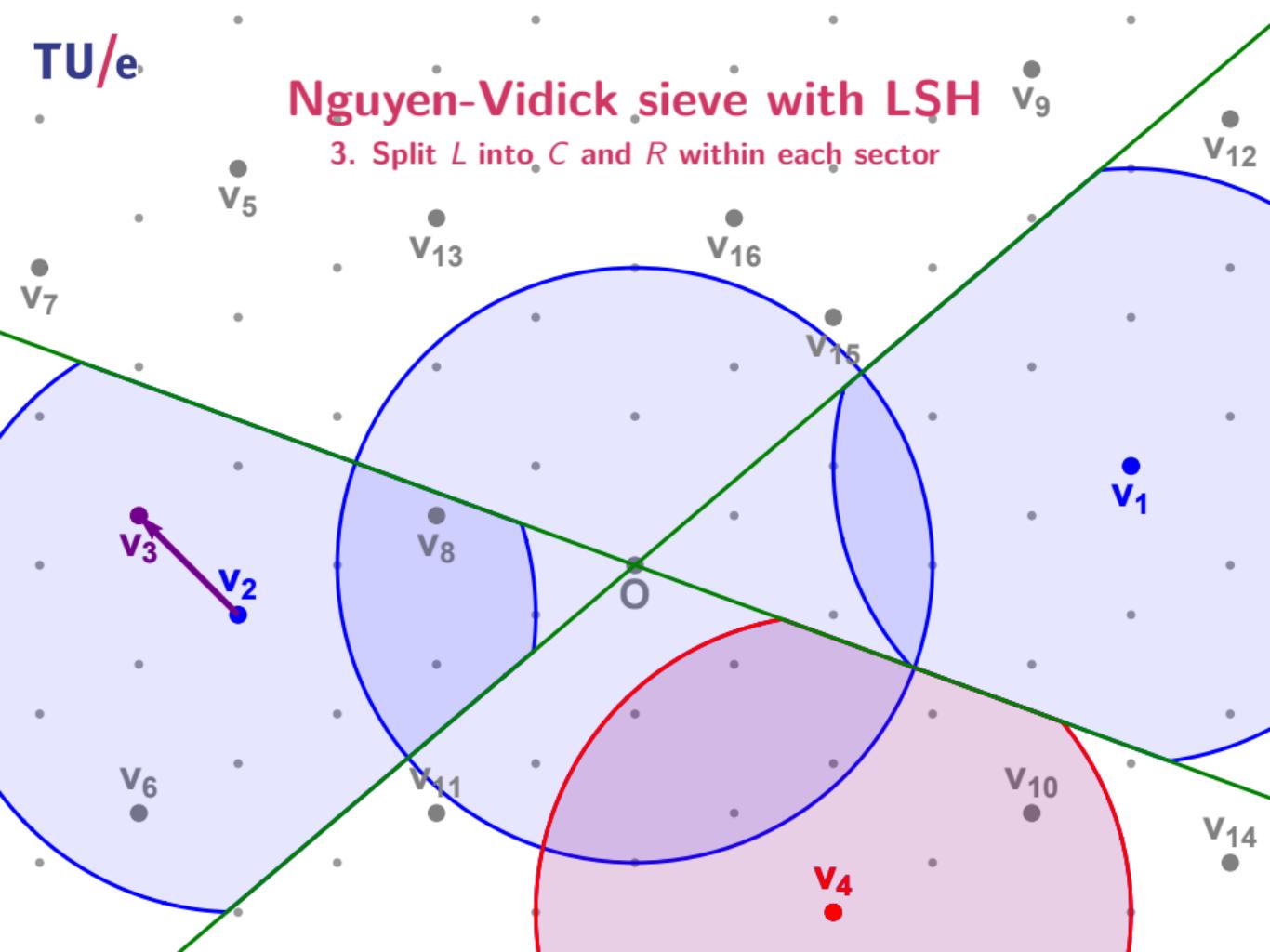
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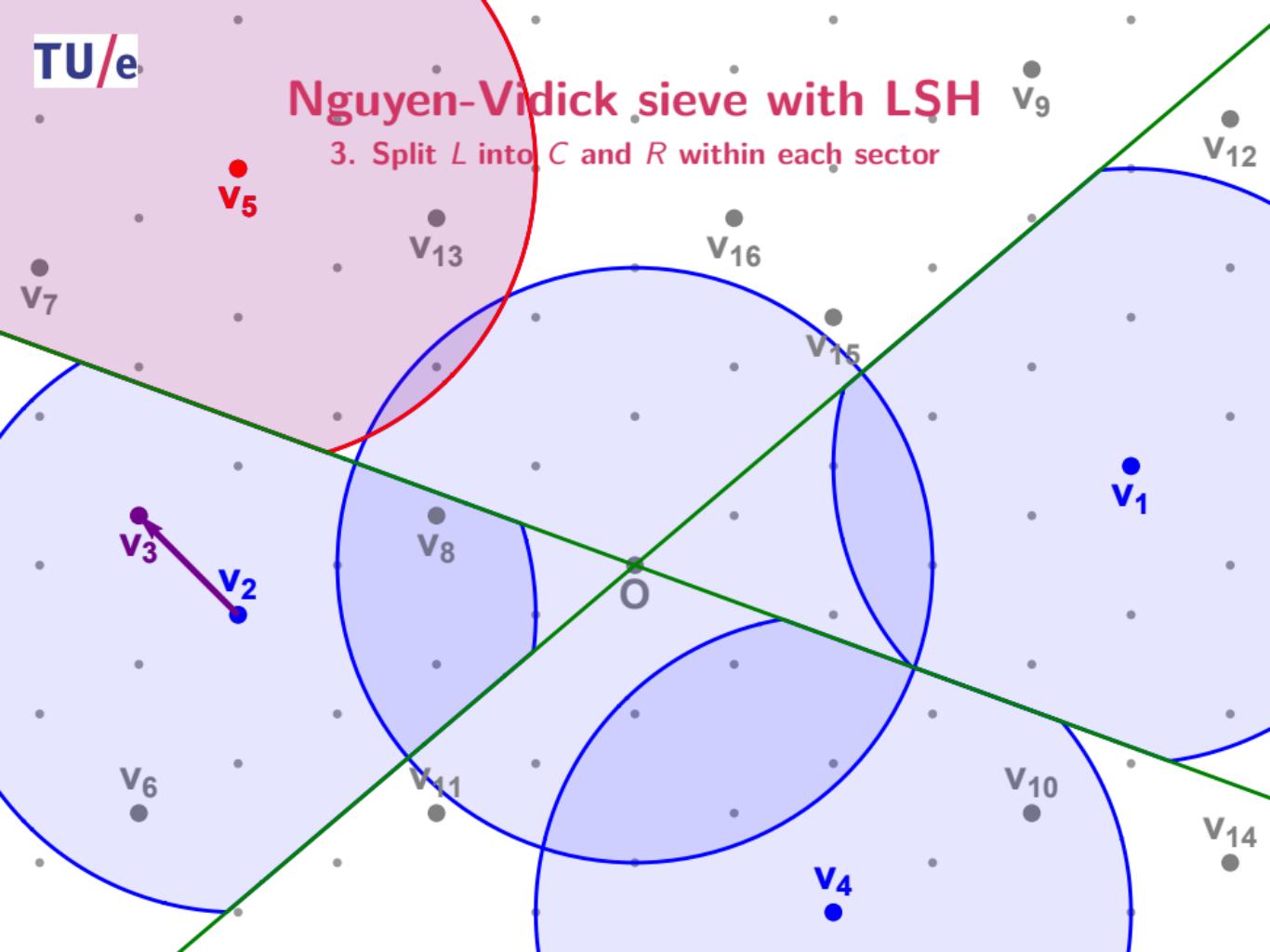
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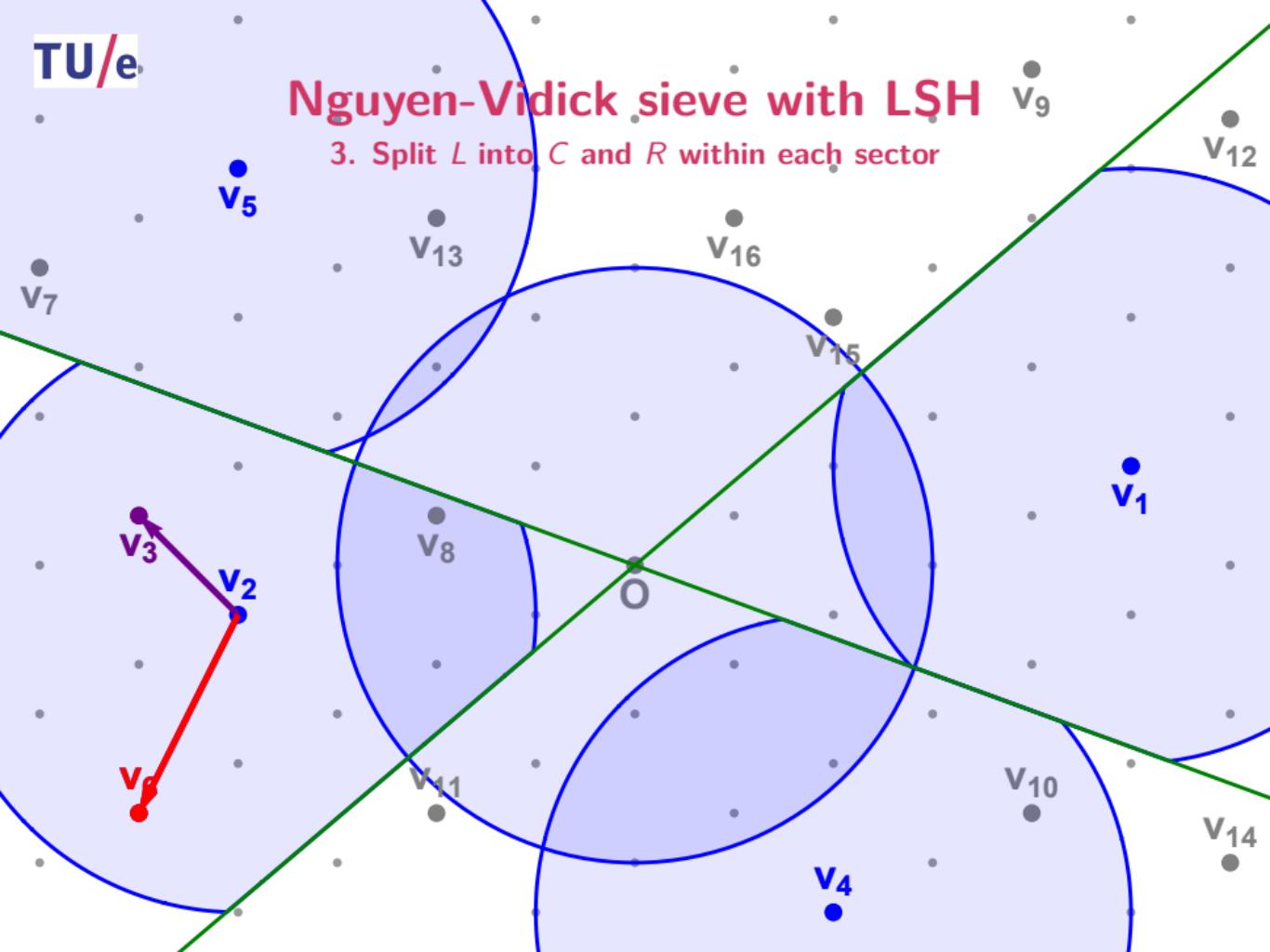
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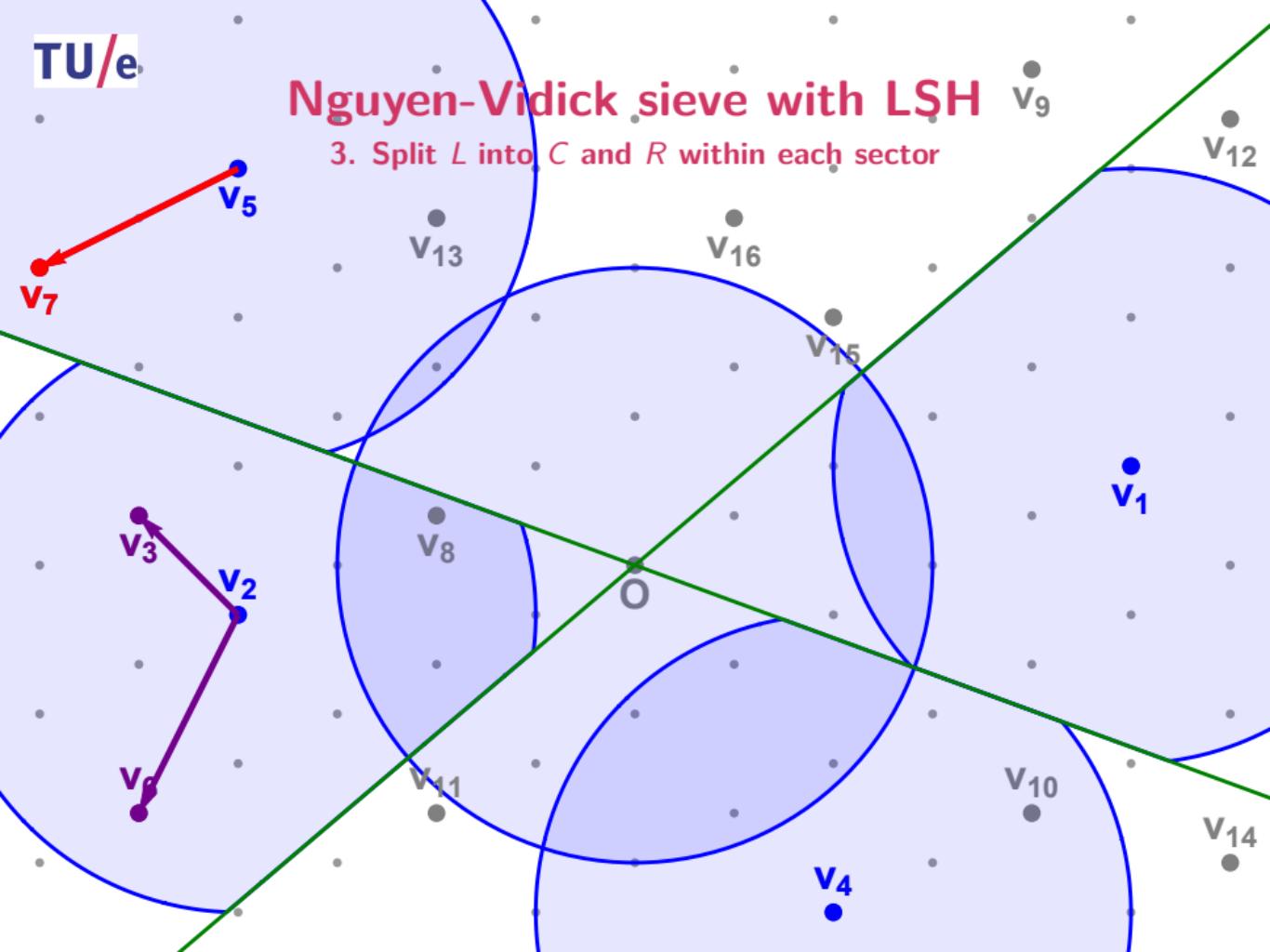
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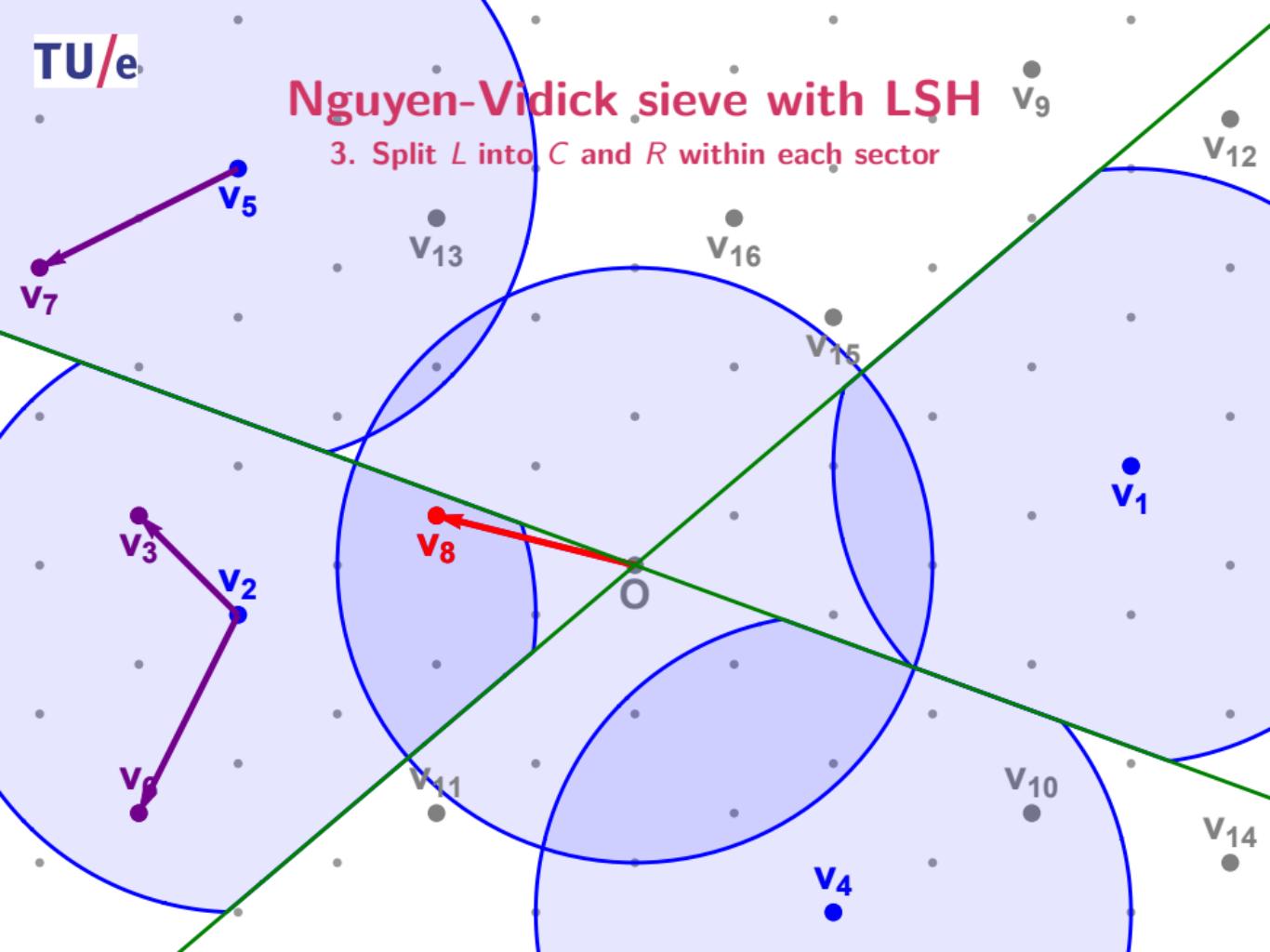
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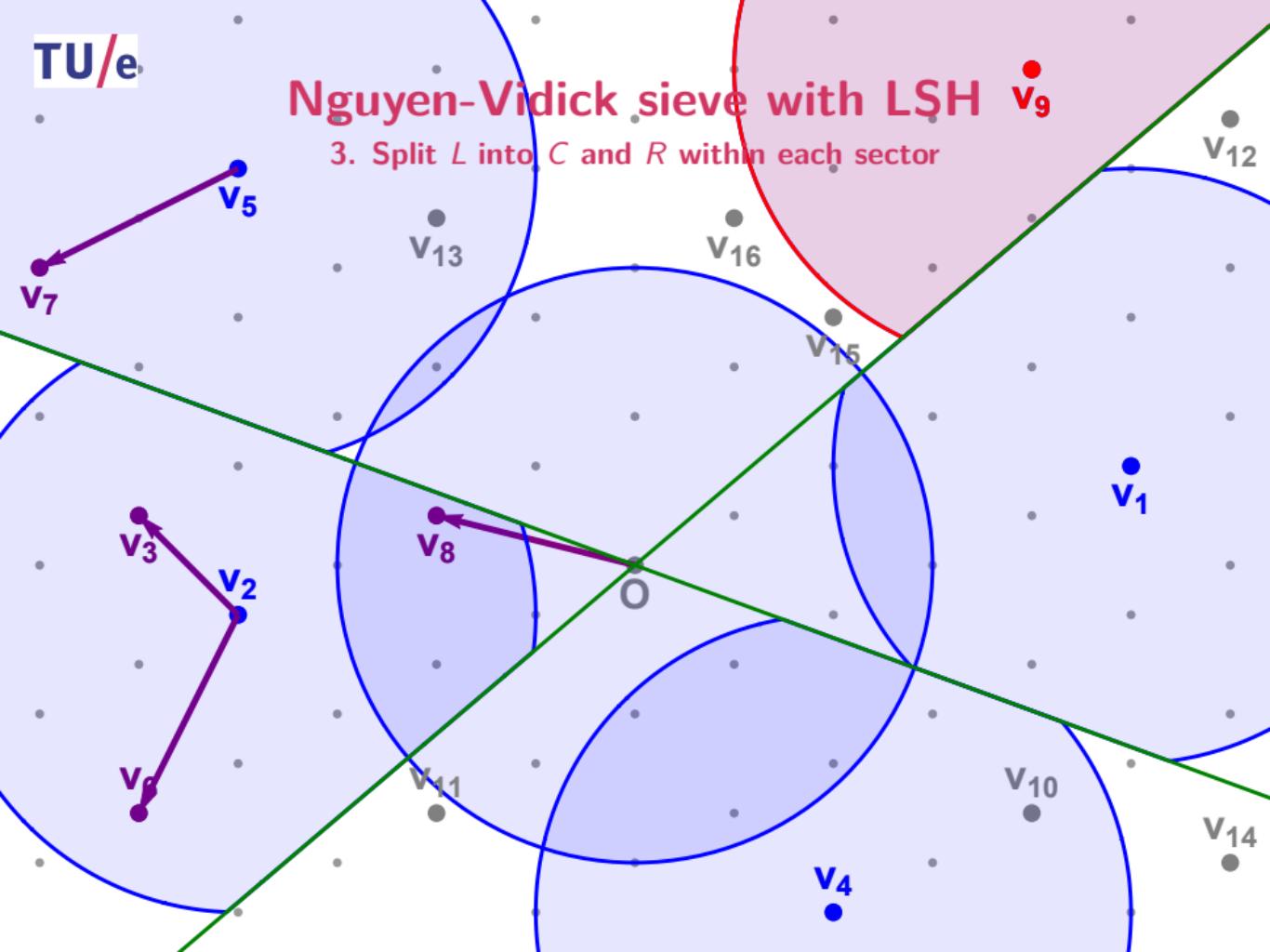
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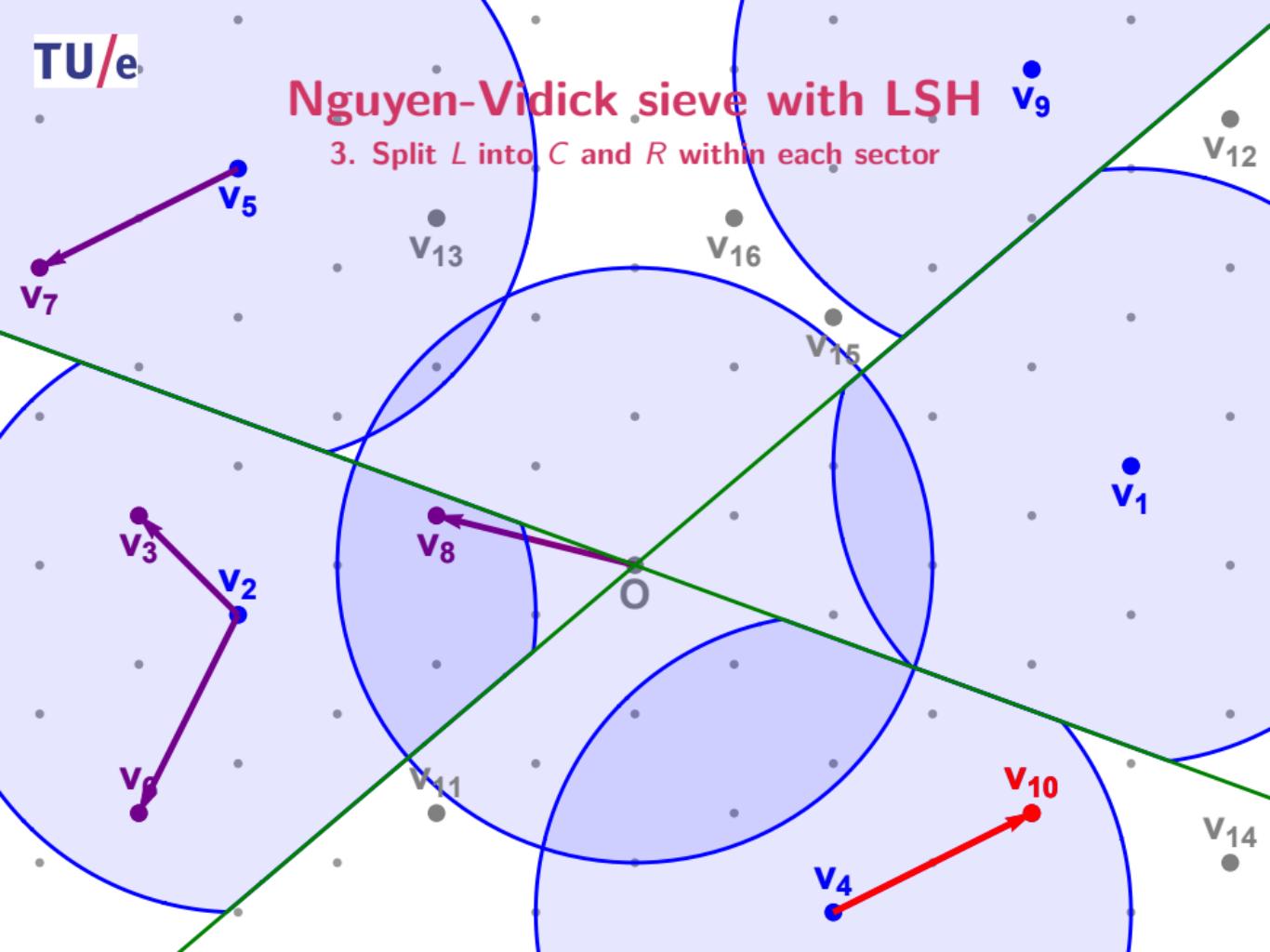
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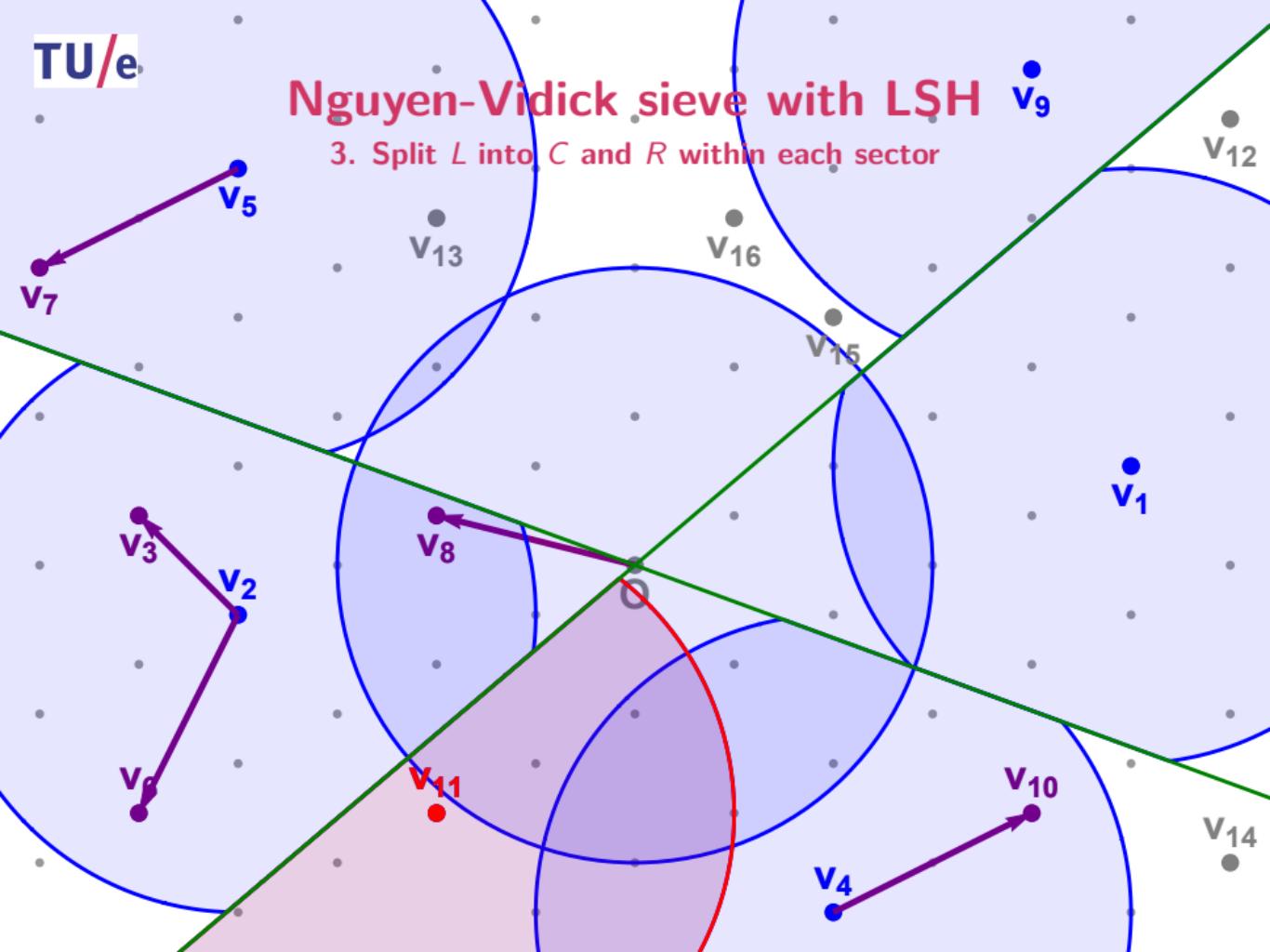
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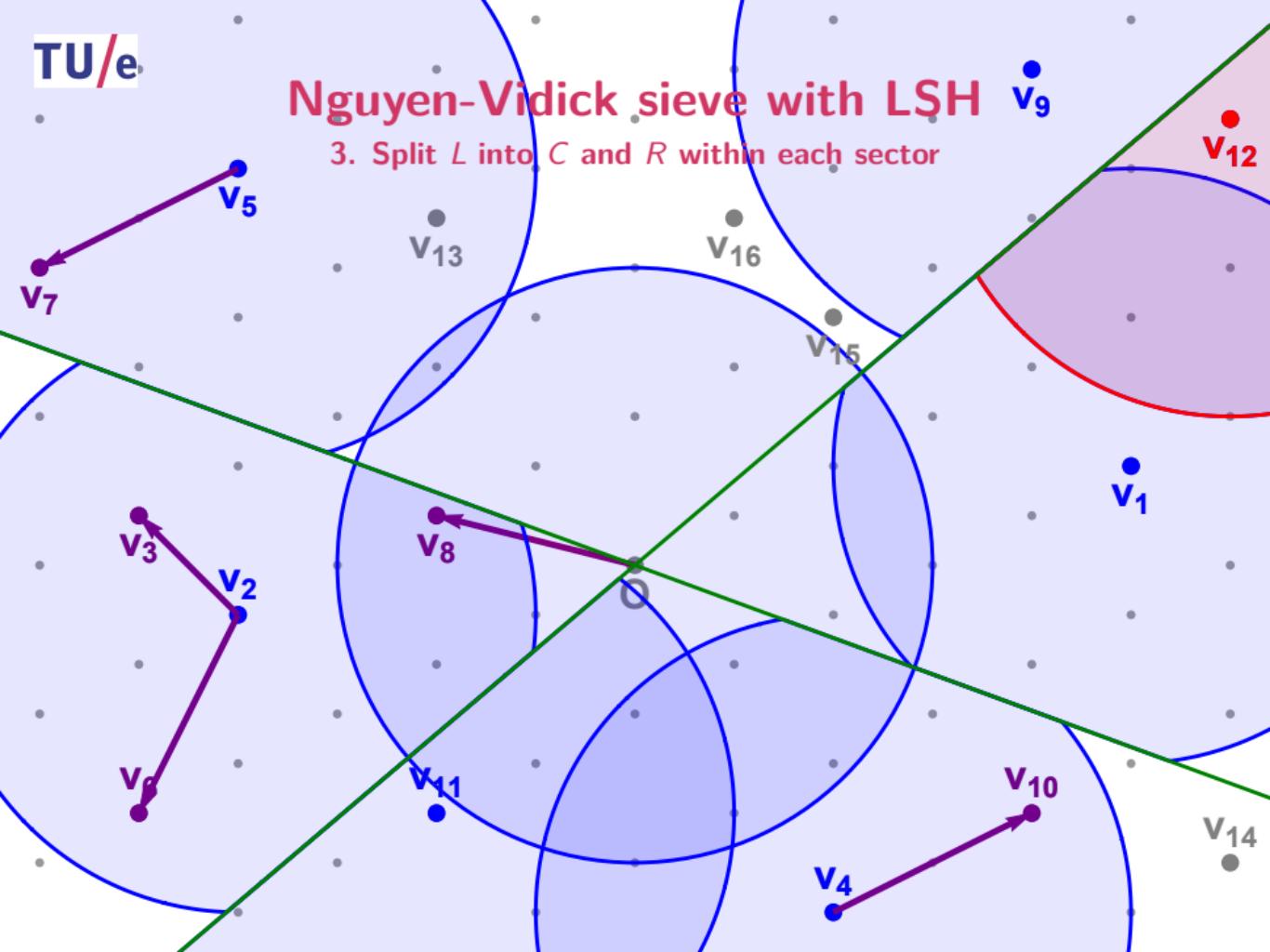
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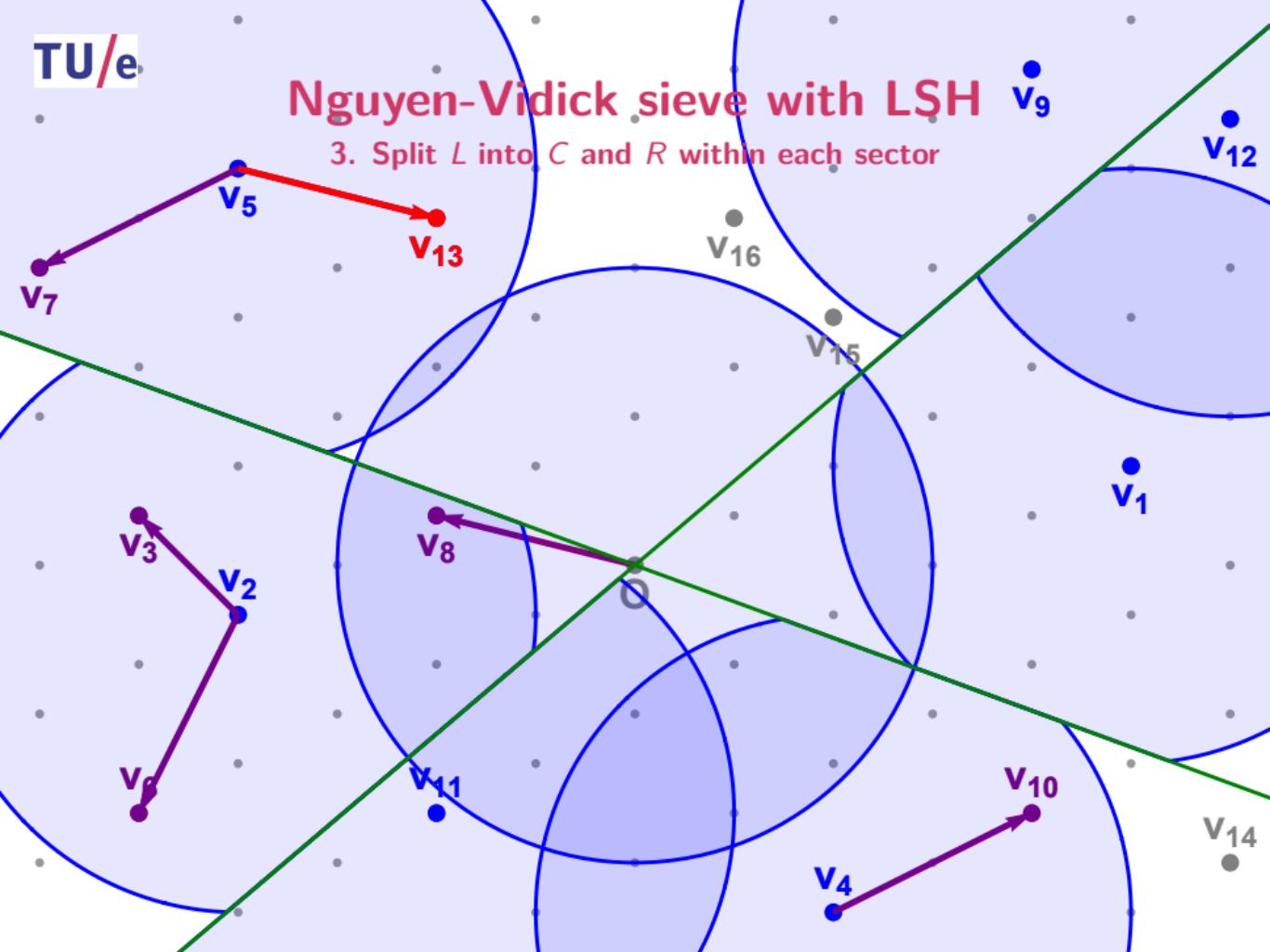
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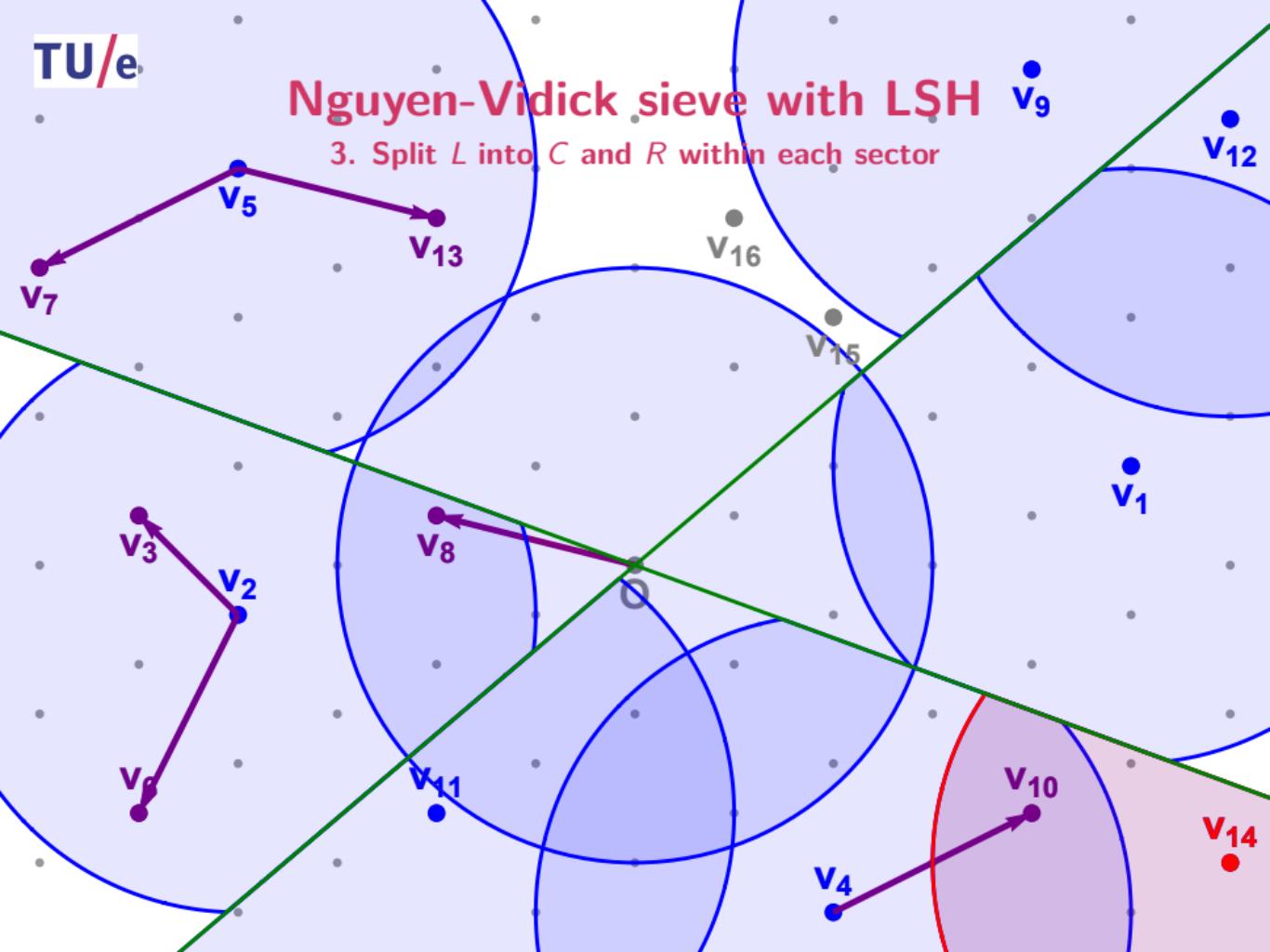
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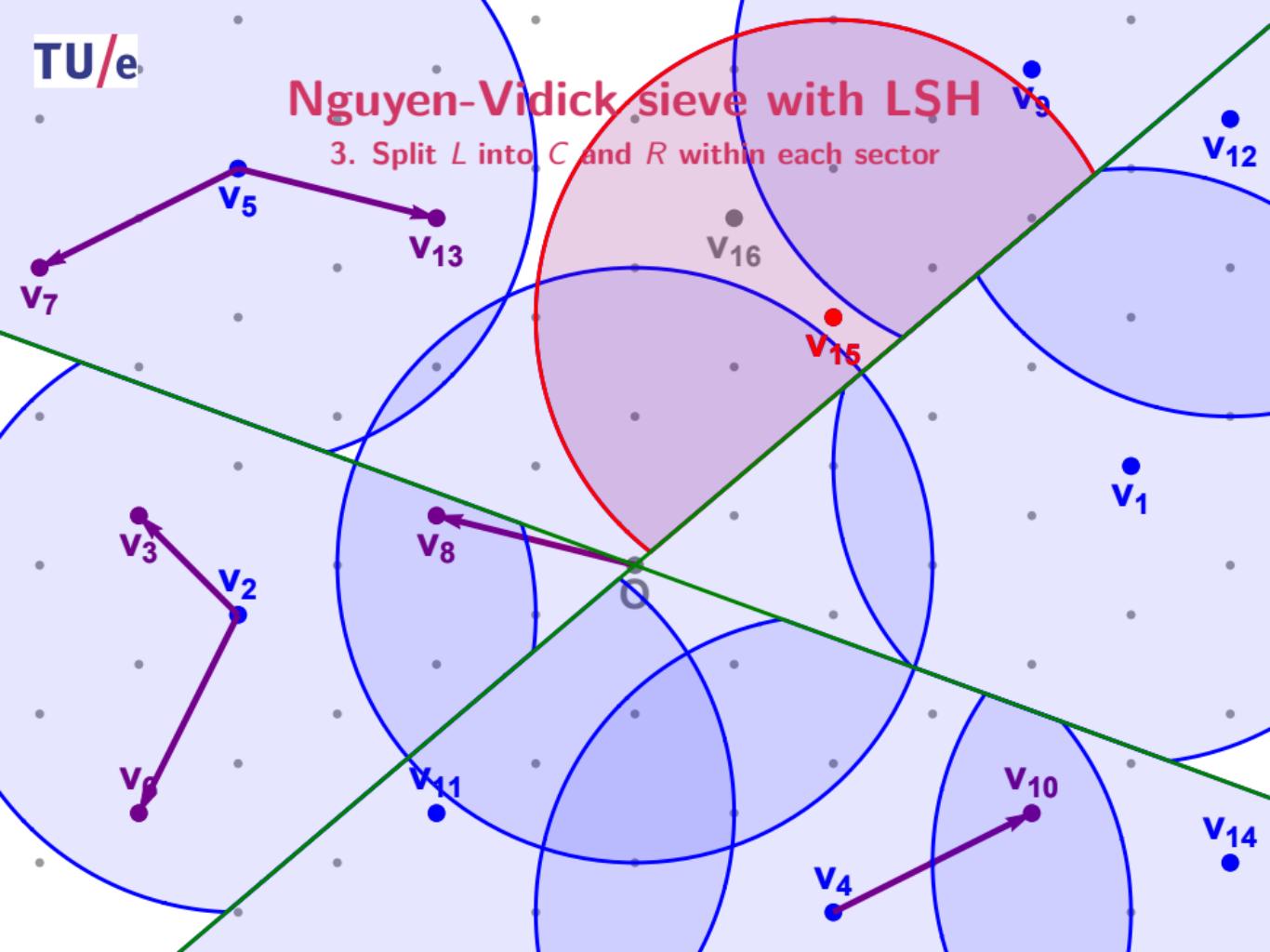
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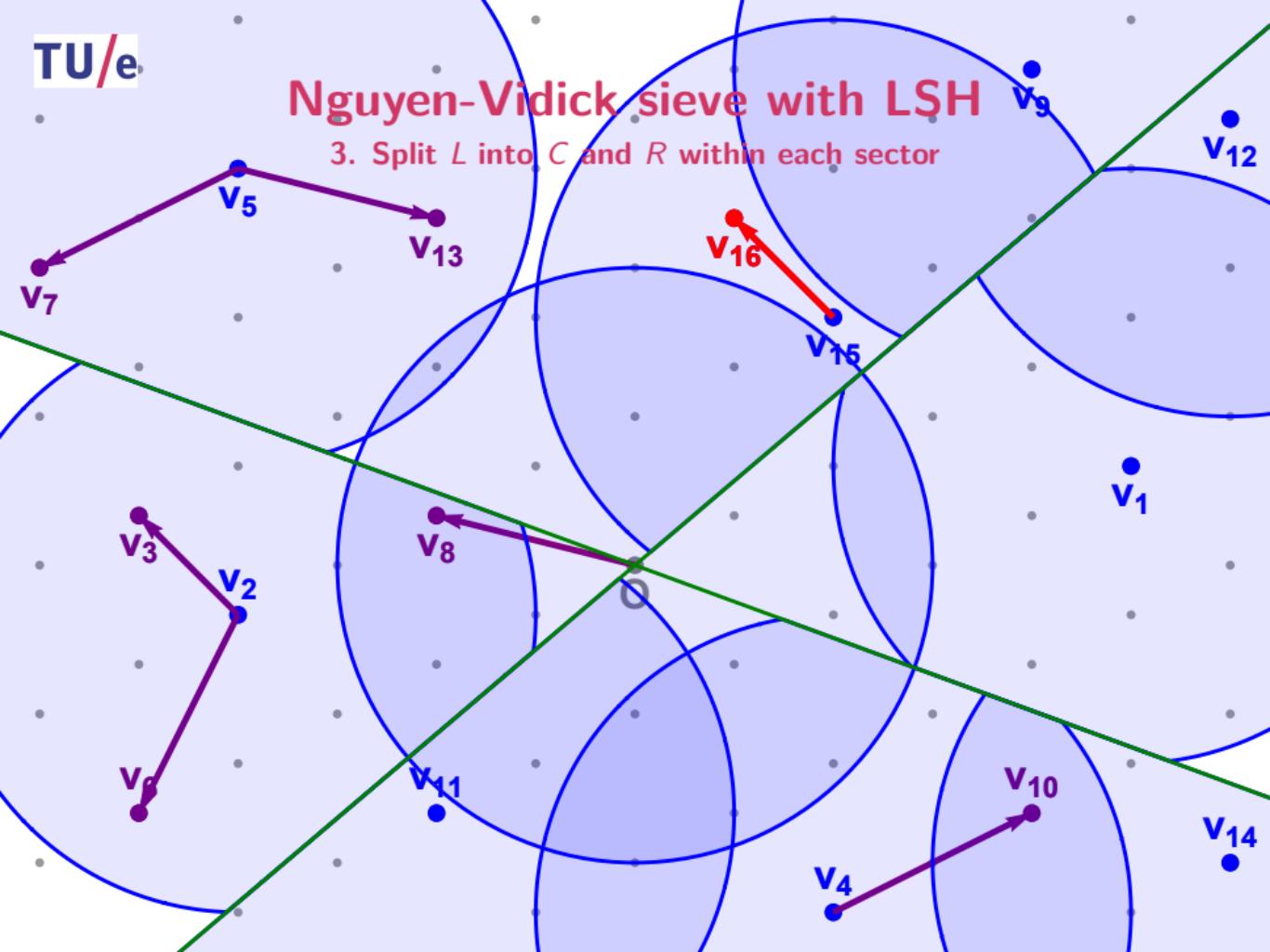
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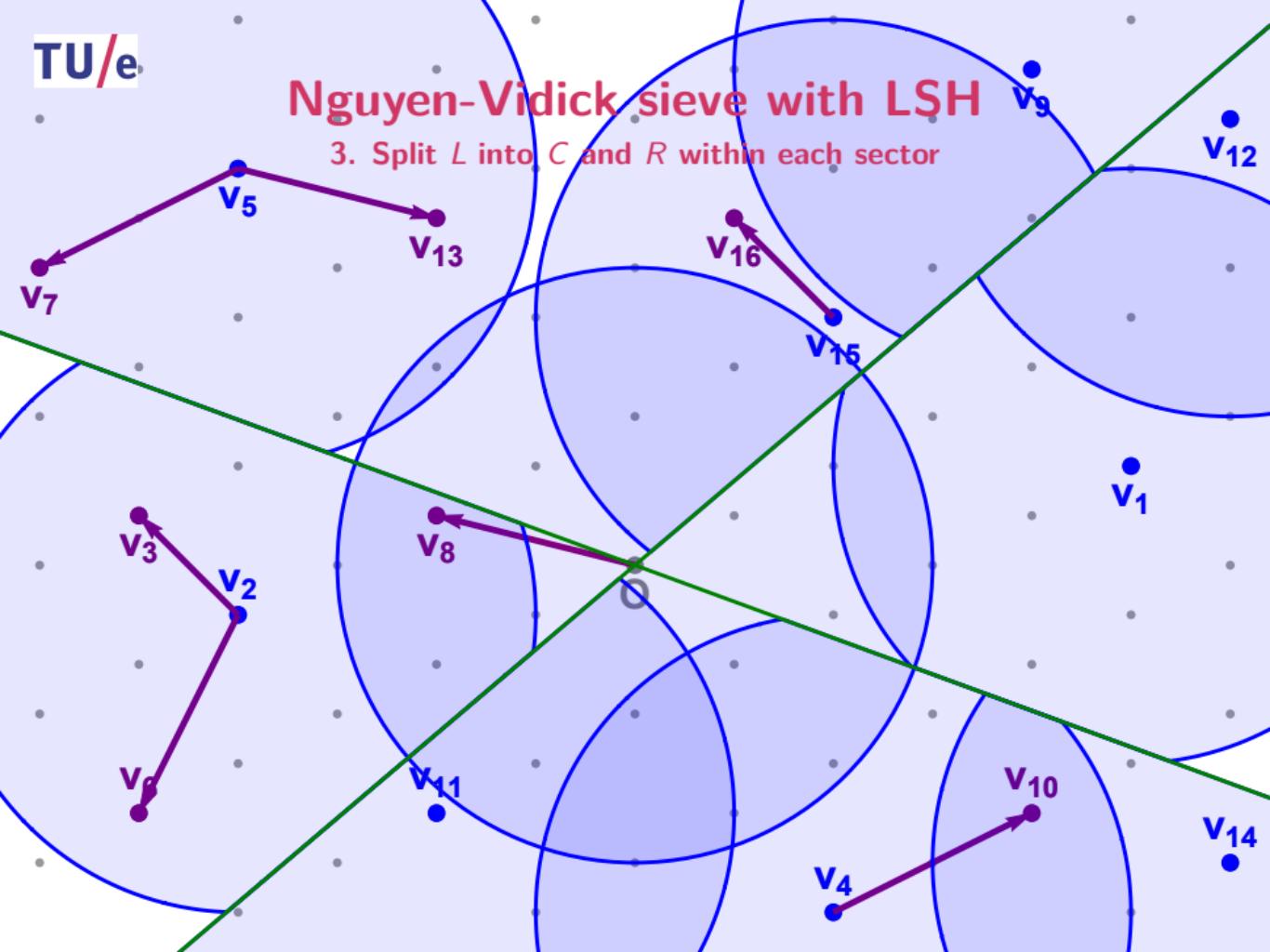
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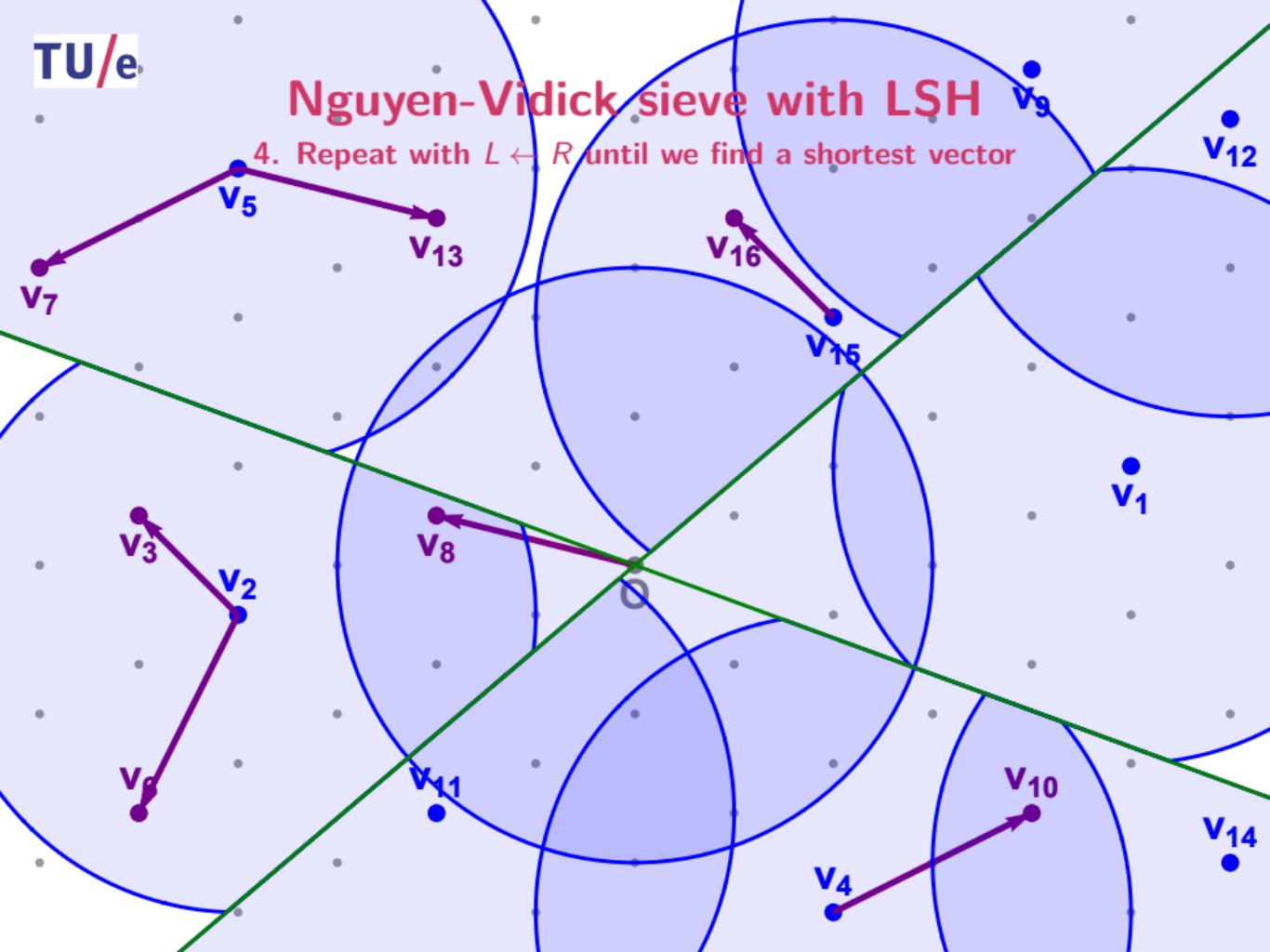
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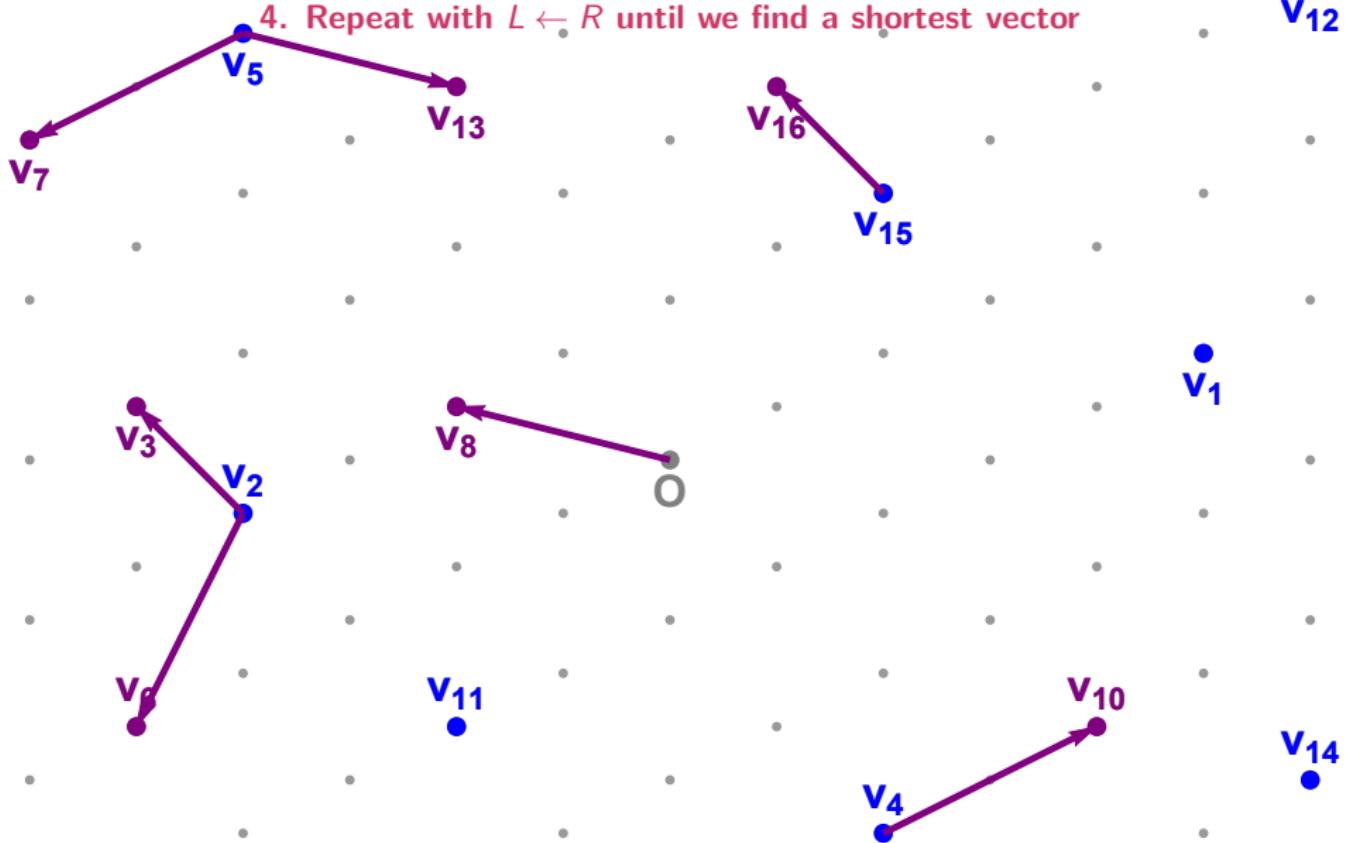


## Nguyen-Vidick sieve with LSH

4. Repeat with  $L \leftarrow R$  until we find a shortest vector

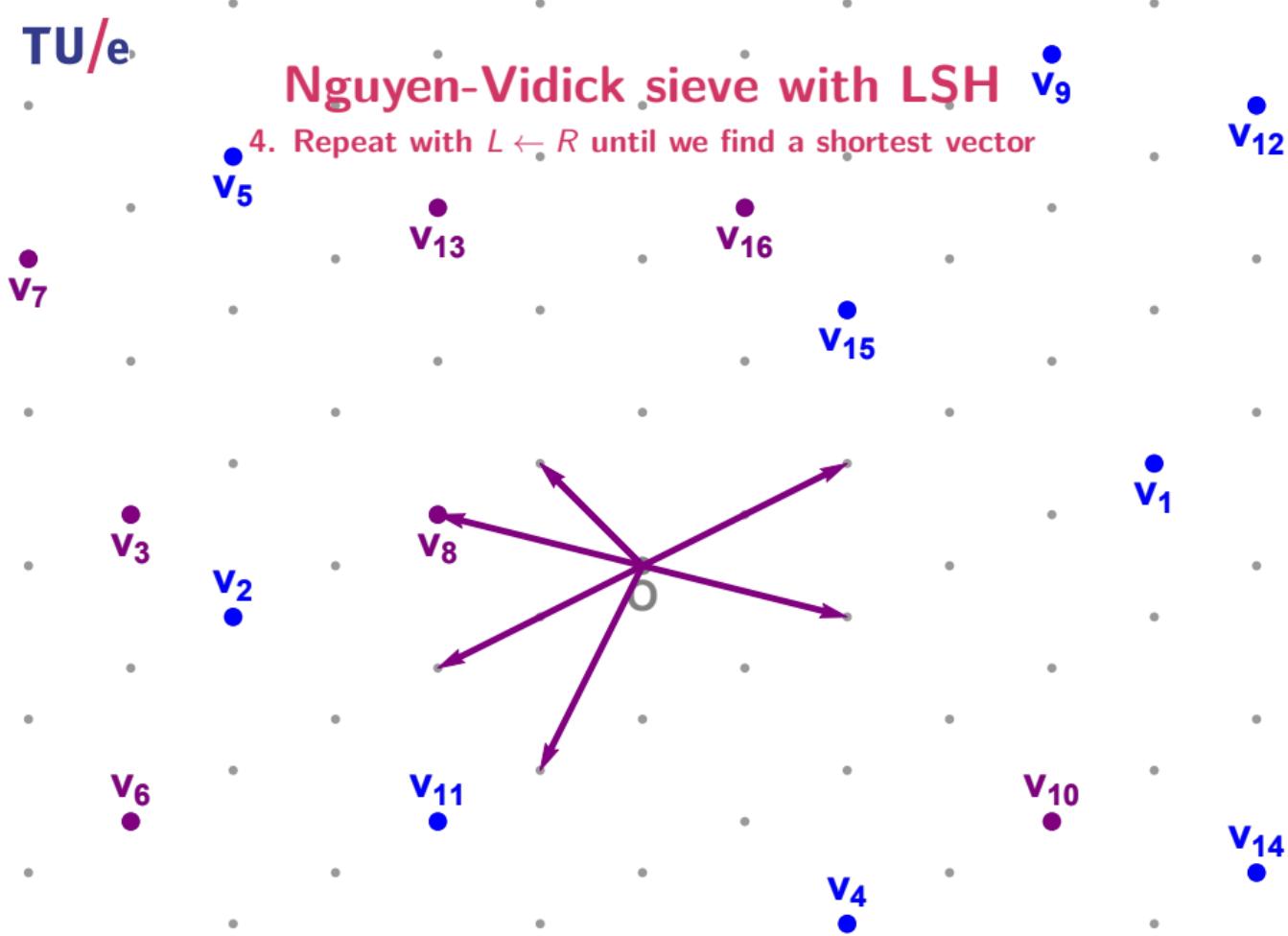


## Nguyen-Vidick sieve with LSH

 $v_9$  $v_{12}$ 4. Repeat with  $L \leftarrow R$  until we find a shortest vector

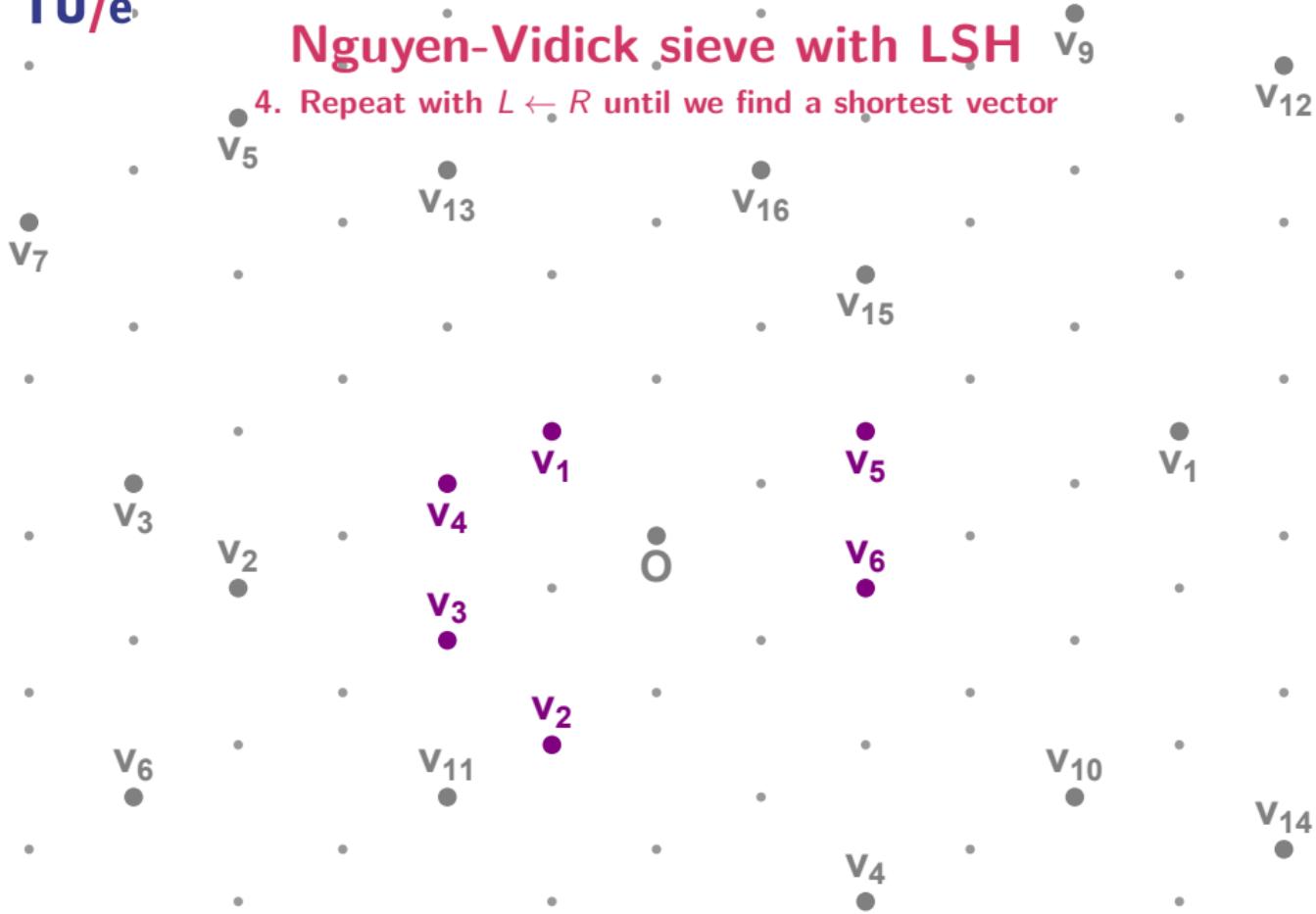
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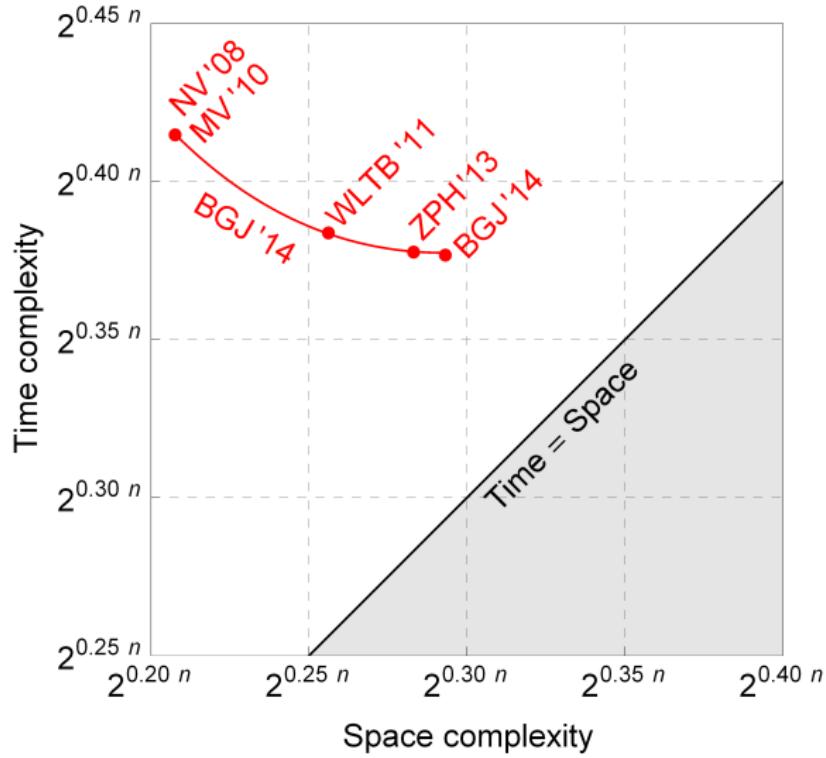
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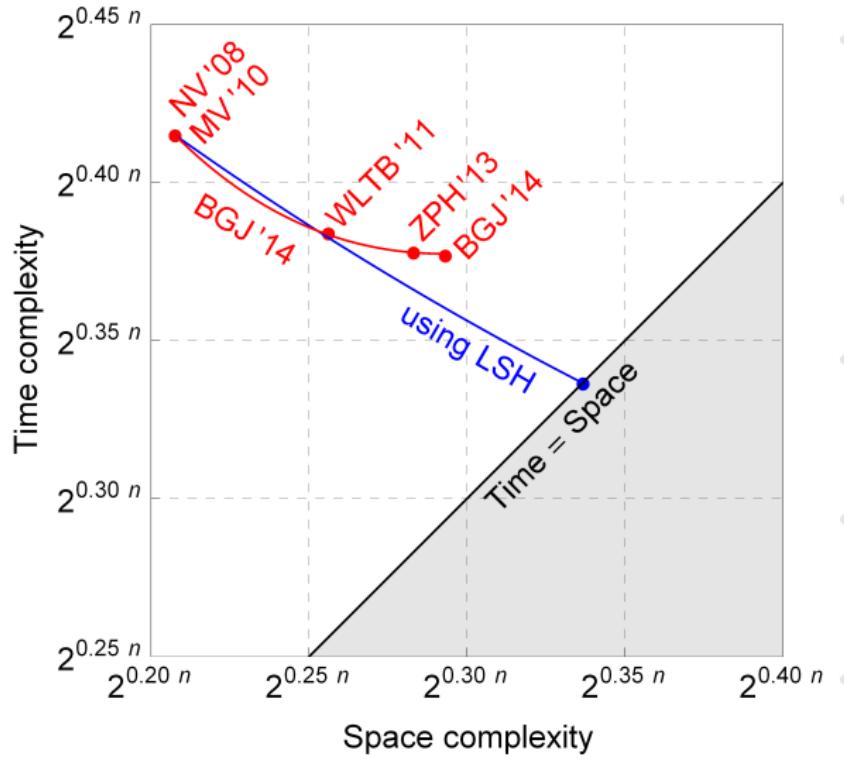
# Sieving

## Space/time trade-off



# Sieving with LSH

Space/time trade-off



The End

Do not forget to register for the exam before **January 11, 2015!**