

# Sieving for shortest vectors in lattices using angular locality-sensitive hashing

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(November 12, 2014)

# Outline

Lattices

Enumeration algorithms

- Fincke-Pohst enumeration

- Kannan enumeration

- Pruning the enumeration tree

The Voronoi cell algorithm

Sieving algorithms

- Nguyen-Vidick sieve

- Multiple levels

Sieving using locality-sensitive hashing

- Nguyen-Vidick sieve

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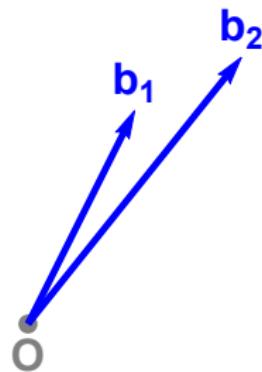
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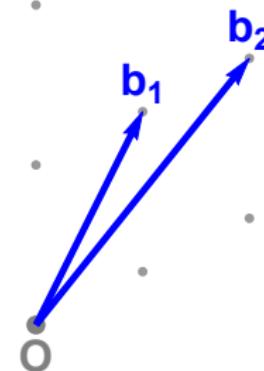
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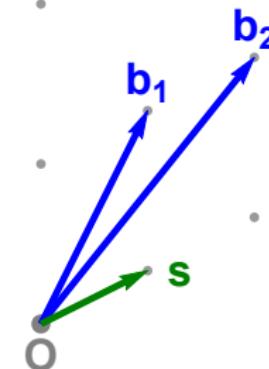
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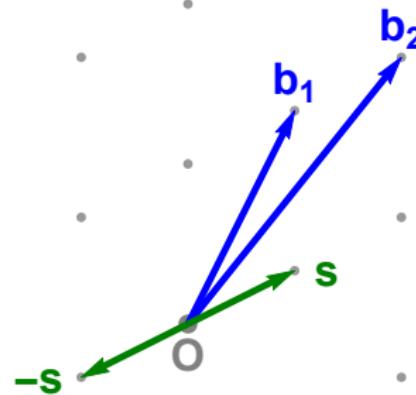
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Shortest Vector Problem (SVP)



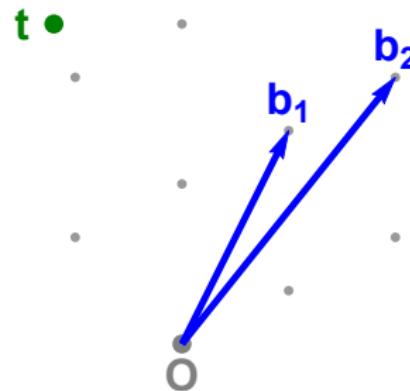
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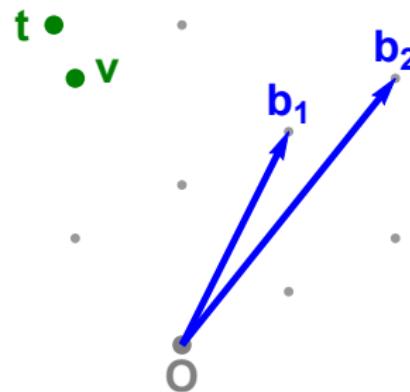
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- “Constructive cryptography”: Lattice-based cryptosystems
  - ▶ Based on hard lattice problems (SVP, CVP)
  - ▶ NTRU cryptosystem [HPS98]
  - ▶ Fully Homomorphic Encryption [Gen09]
  - ▶ Worst-case to average-case reductions [Ajt96]
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How hard are hard lattice problems such as SVP?

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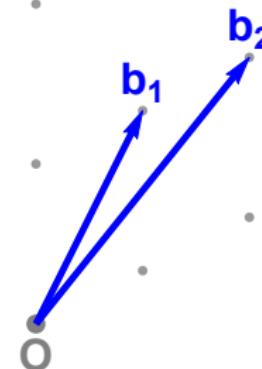
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Recursive: Reduces  $SVP_n$  ( $CVP_n$ ) to several instances of  $CVP_{n-1}$

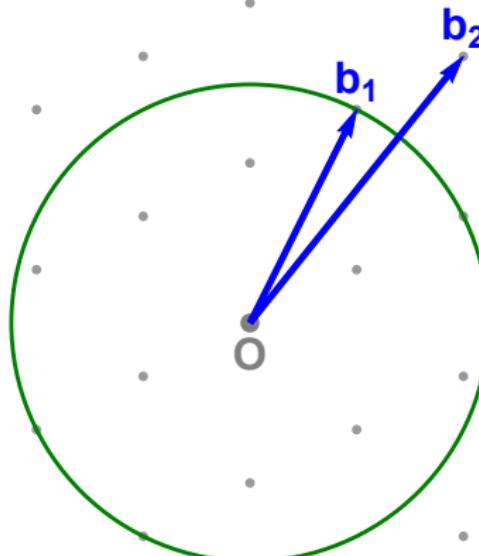
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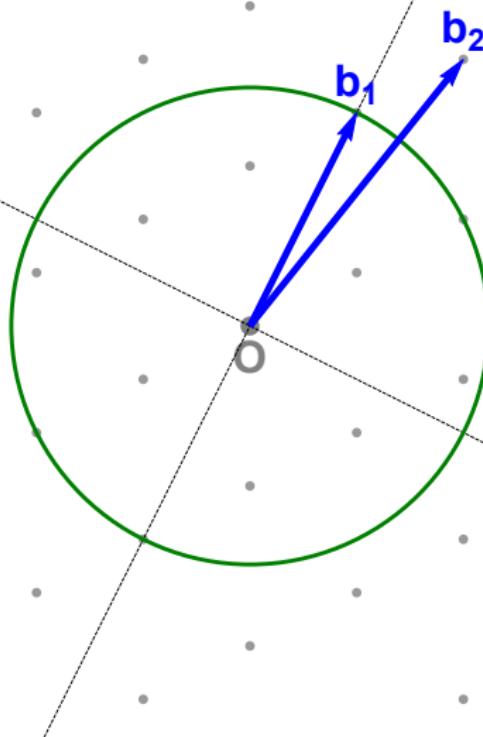
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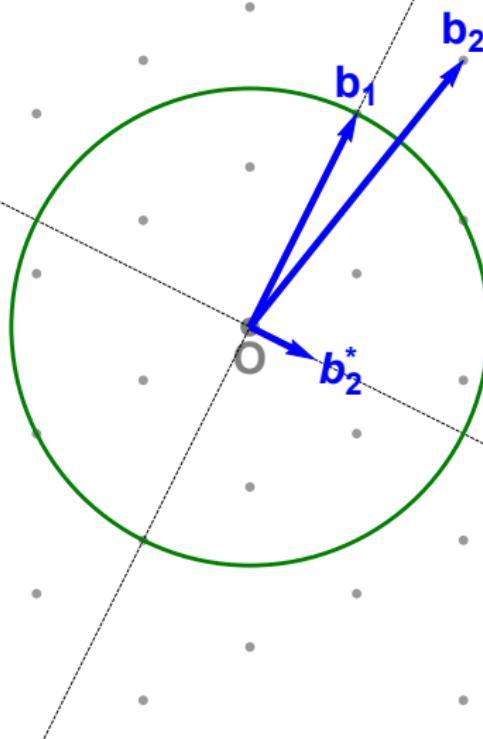
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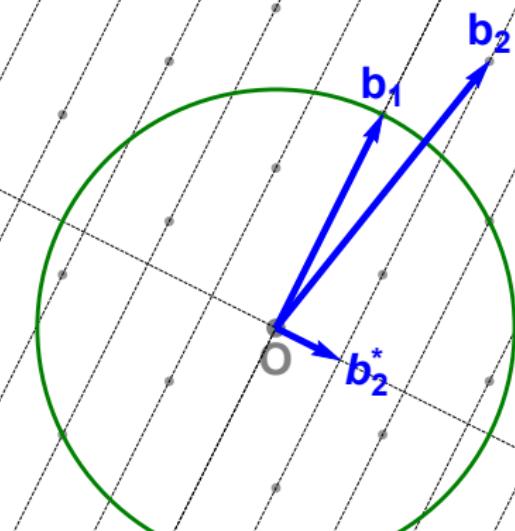
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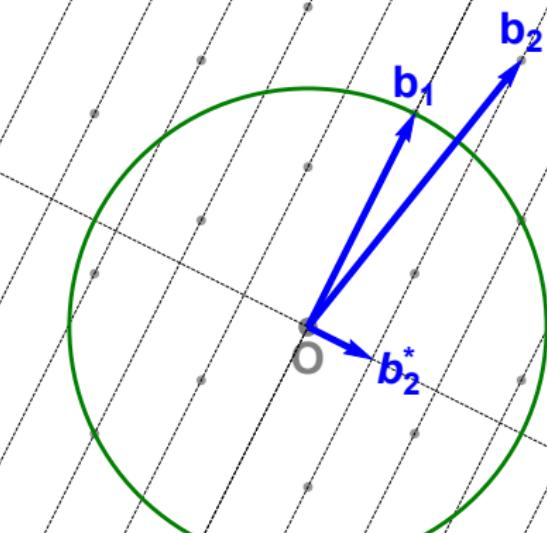
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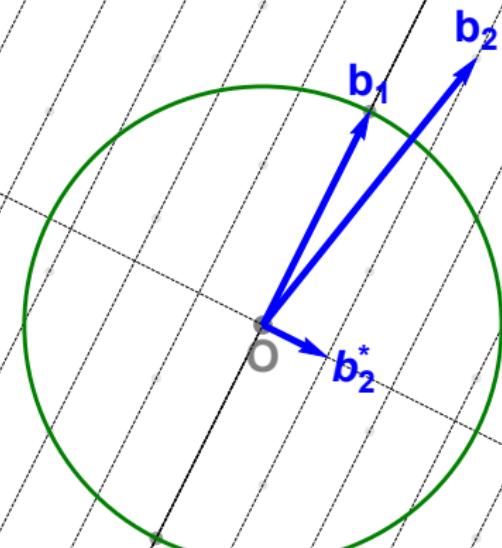
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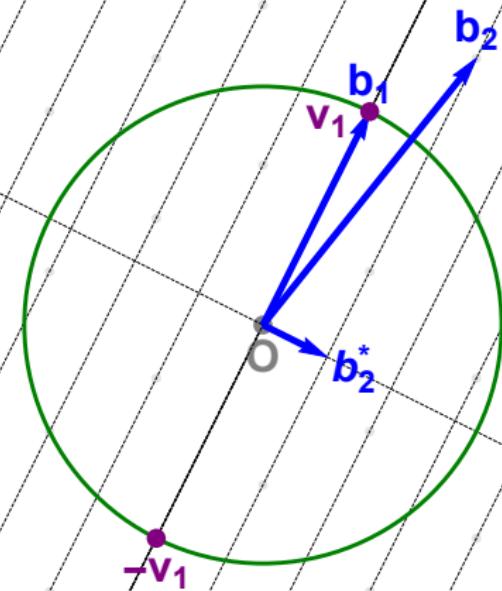
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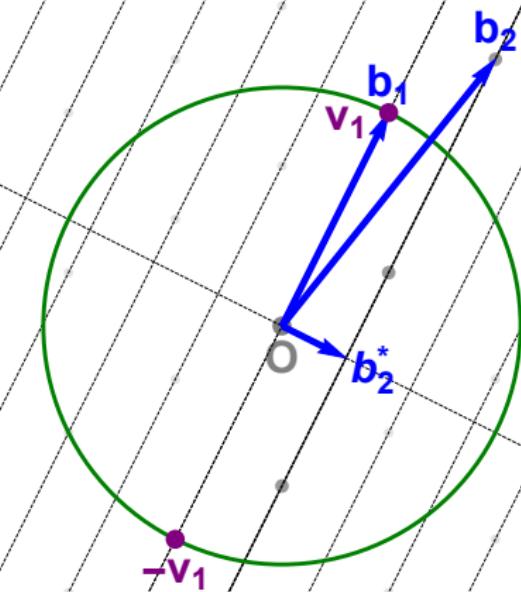
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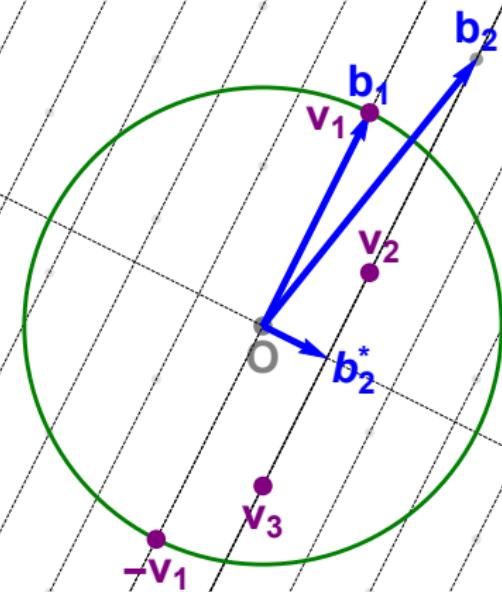
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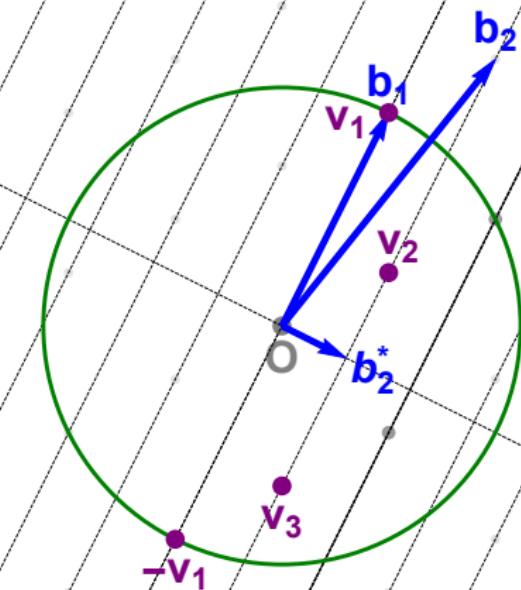
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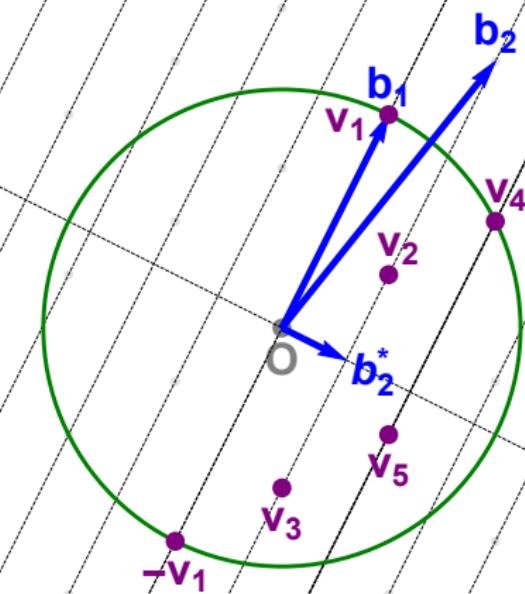
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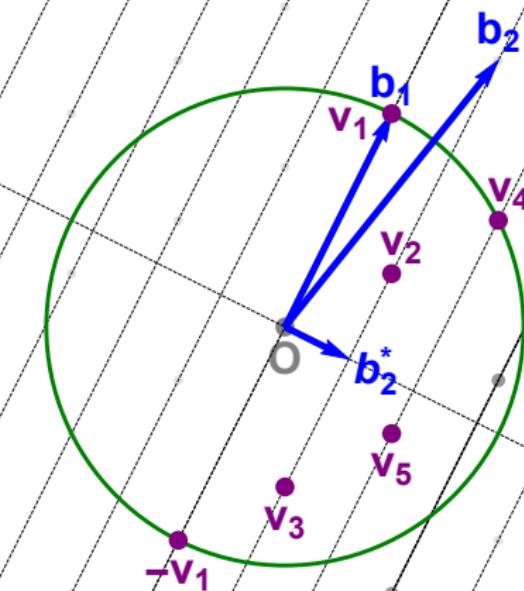
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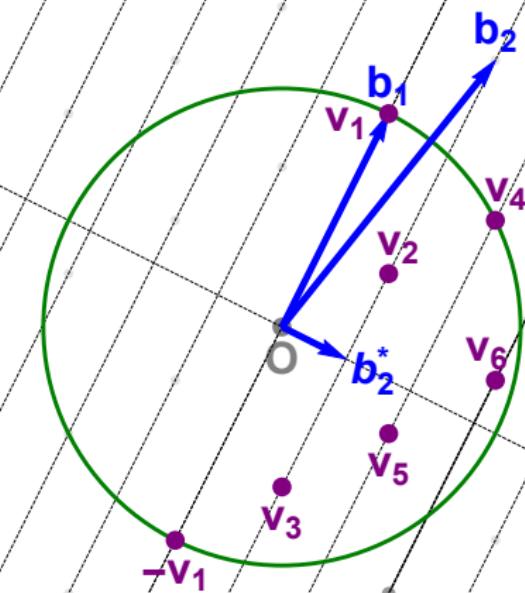
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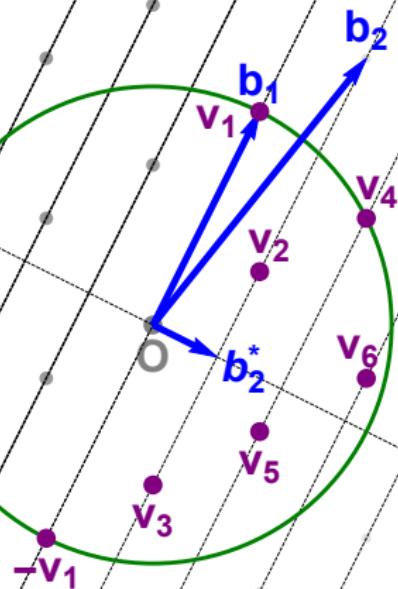
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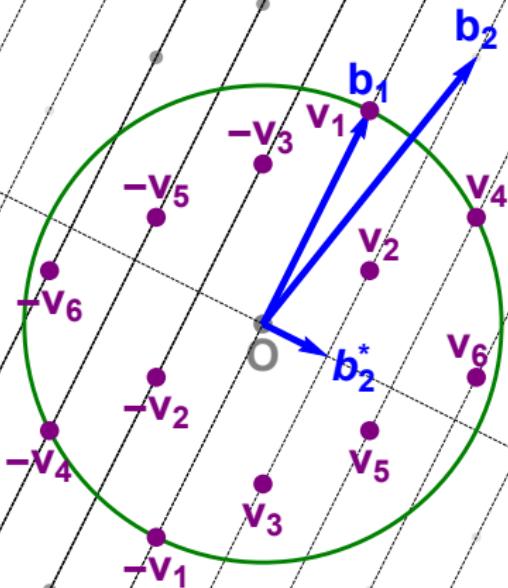
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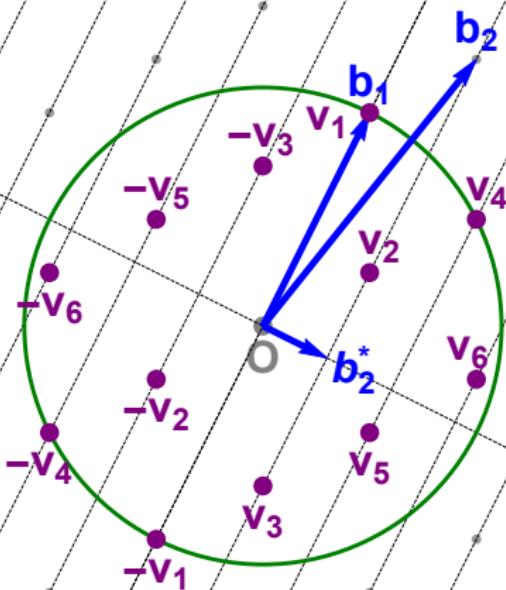
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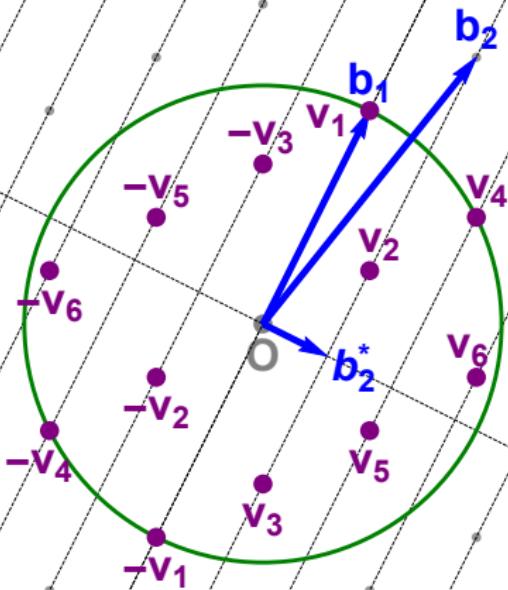
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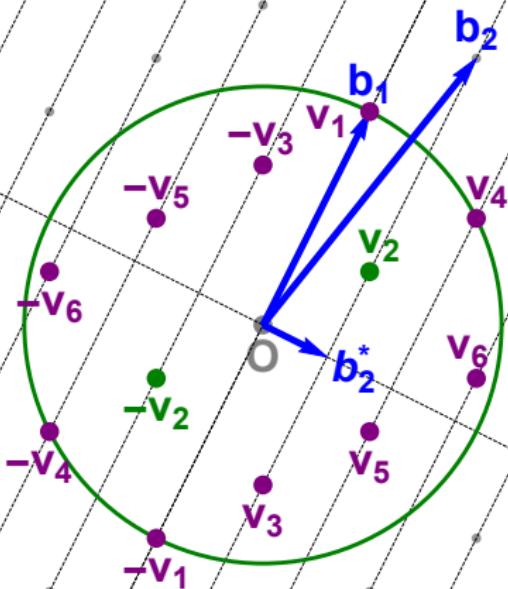
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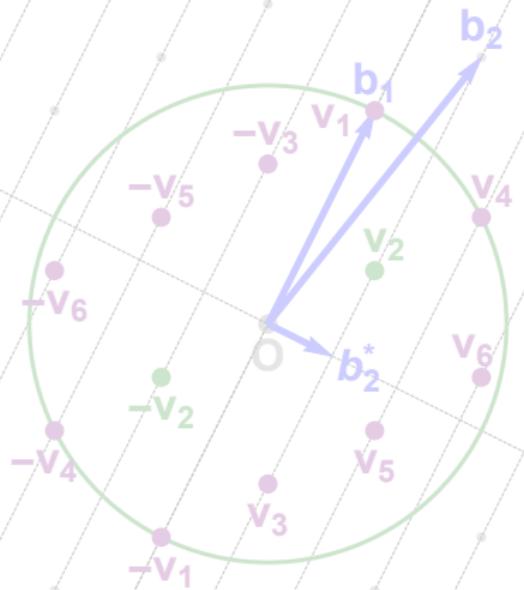
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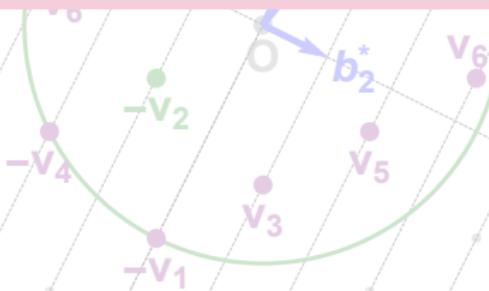


# Fincke-Pohst enumeration

## 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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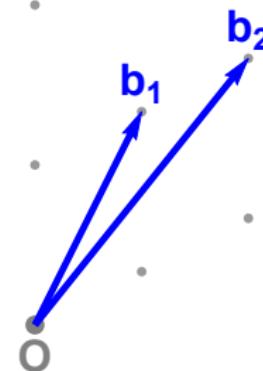
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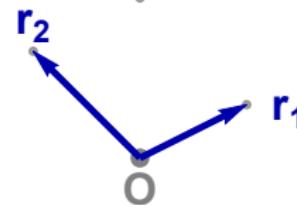
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Better bases



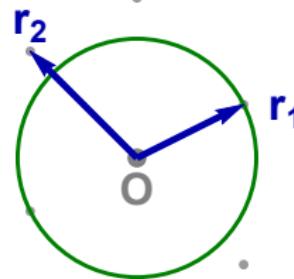
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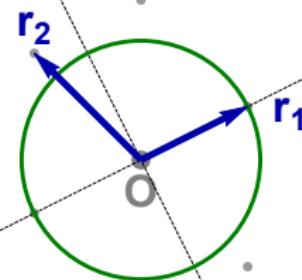
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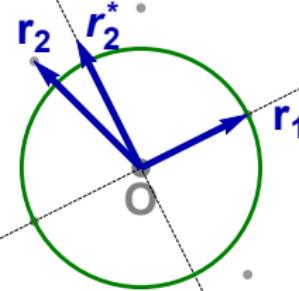
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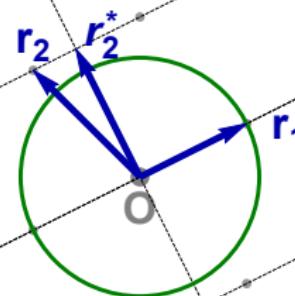
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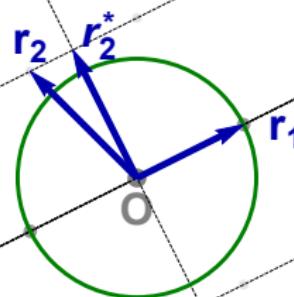
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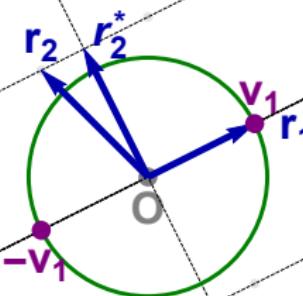
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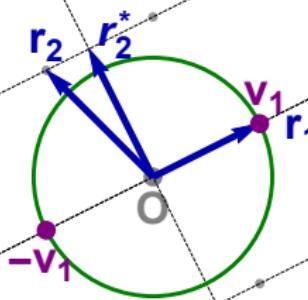
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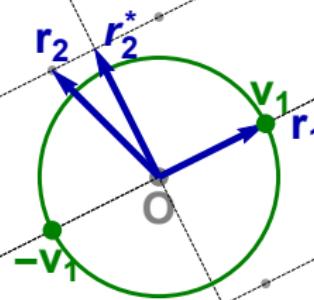
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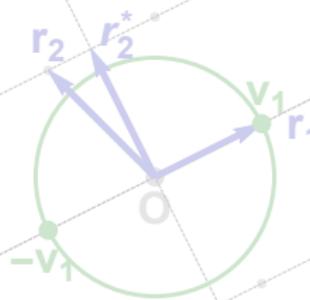
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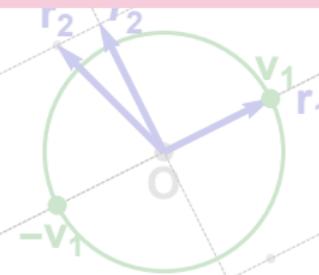


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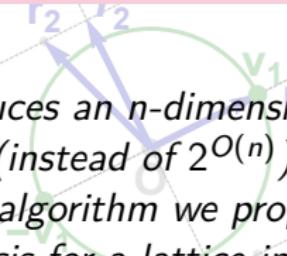


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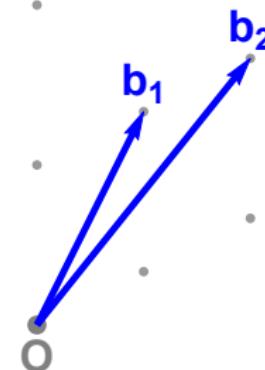


"Our algorithm reduces an  $n$ -dimensional problem to polynomially many (instead of  $2^{O(n)}$ )  $(n - 1)$ -dimensional problems. [...] The algorithm we propose, first finds a more orthogonal basis for a lattice in time  $2^{O(n \log n)}$ ."

– Kannan, STOC'83

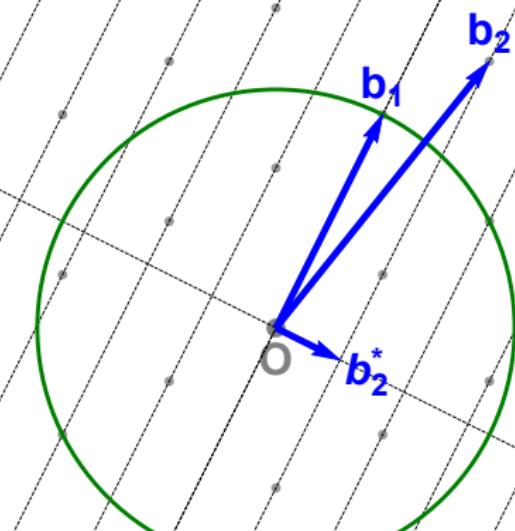
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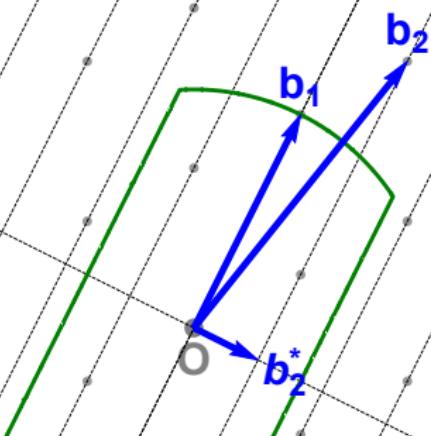
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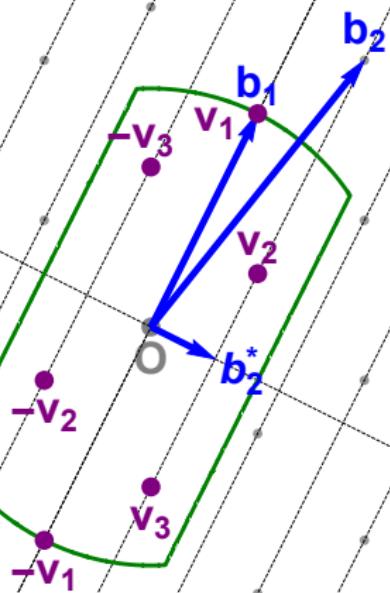
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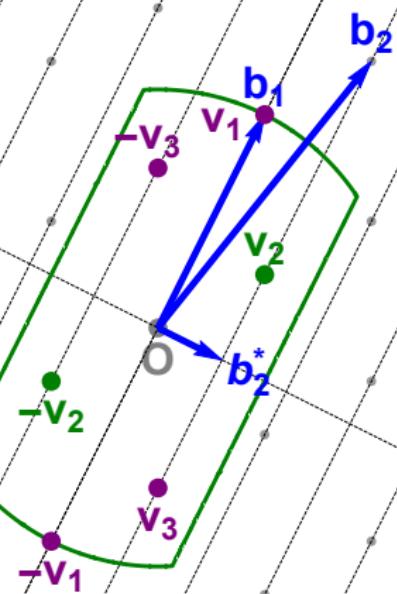
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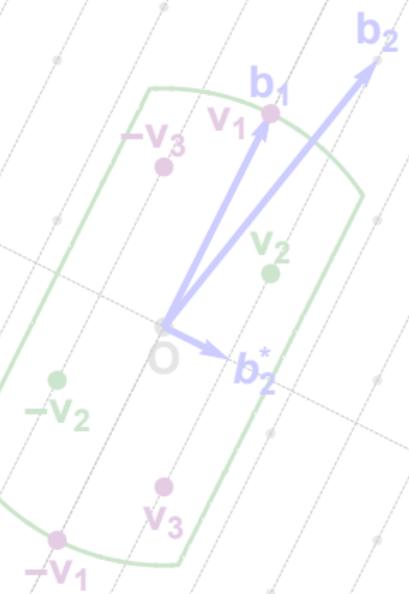
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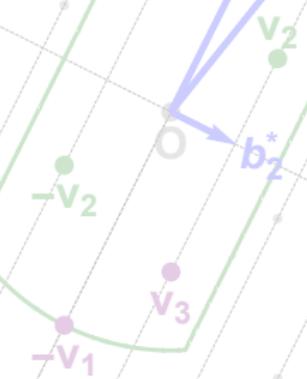


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*"With extreme pruning, the probability of finding the desired vector is actually rather low (say, 0.1%), but surprisingly, the running time of the enumeration is reduced by a much more significant factor (say, much more than 1000)."*

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Very recent algorithm [MV10]

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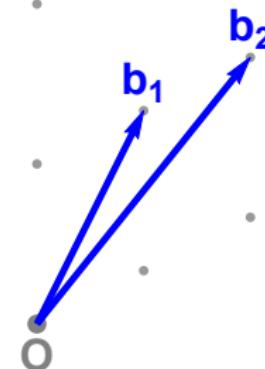
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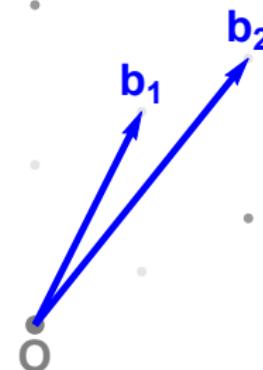
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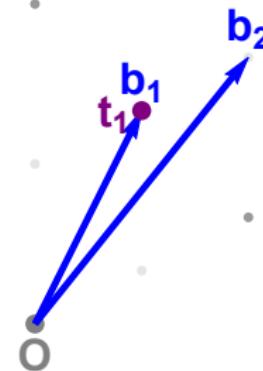
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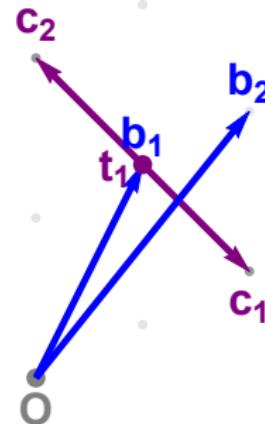
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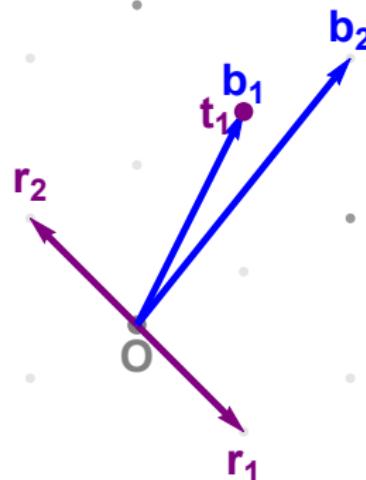
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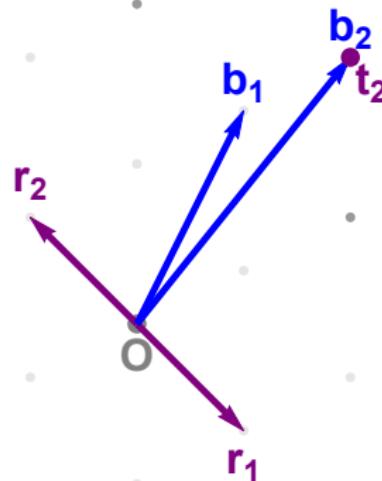
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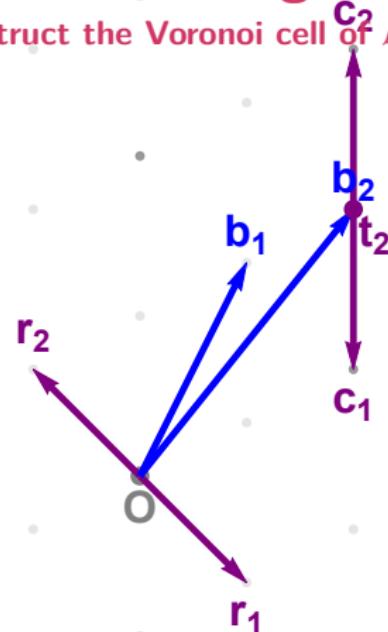
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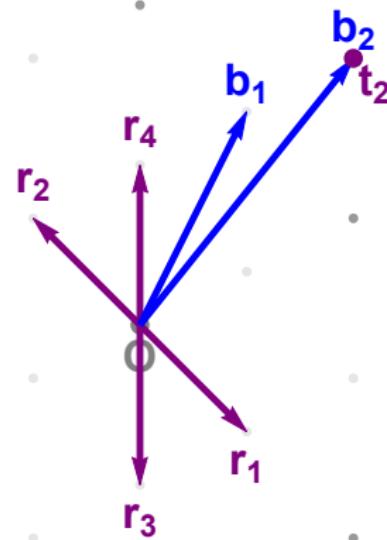
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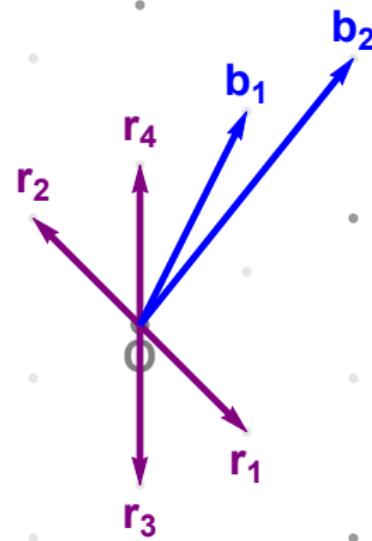
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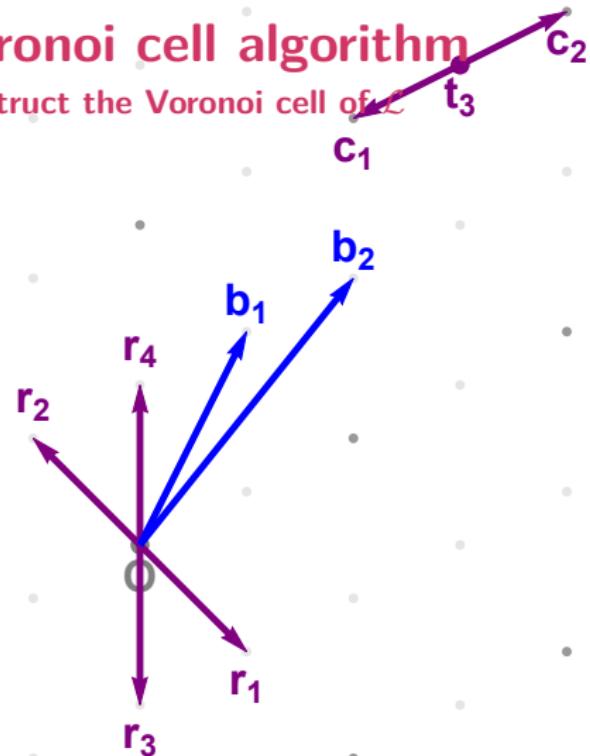
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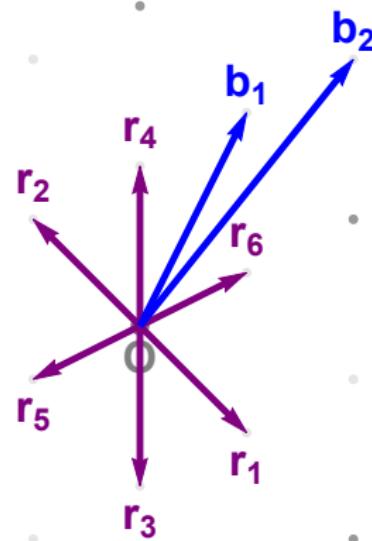
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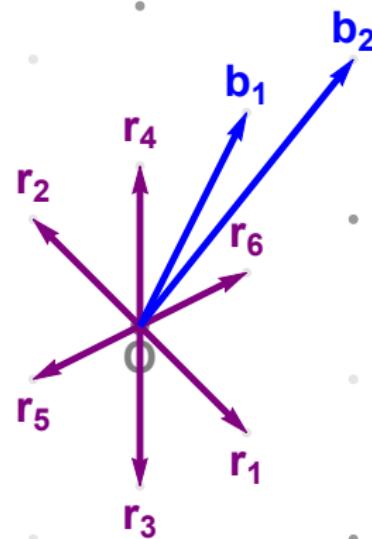
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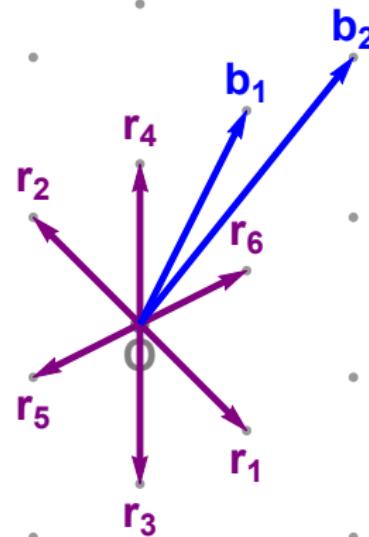
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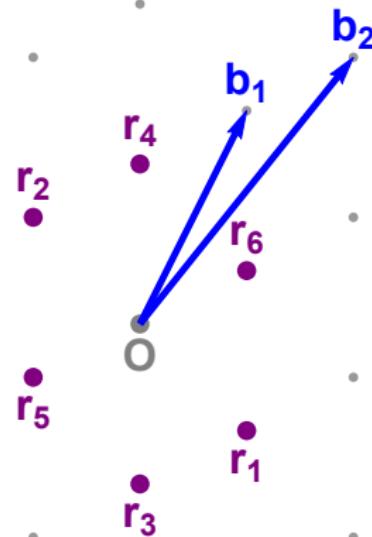
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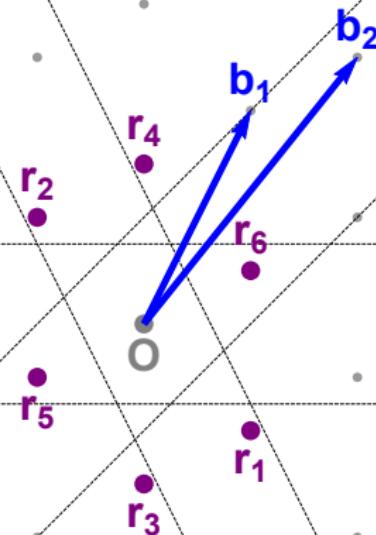
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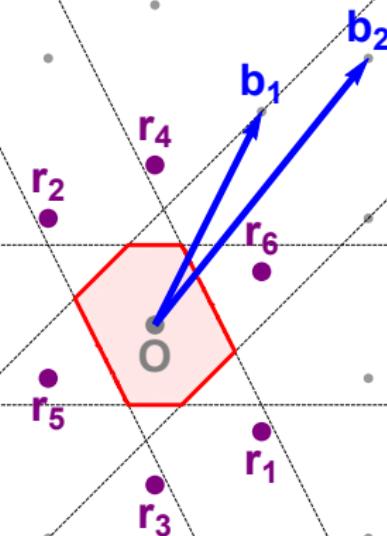
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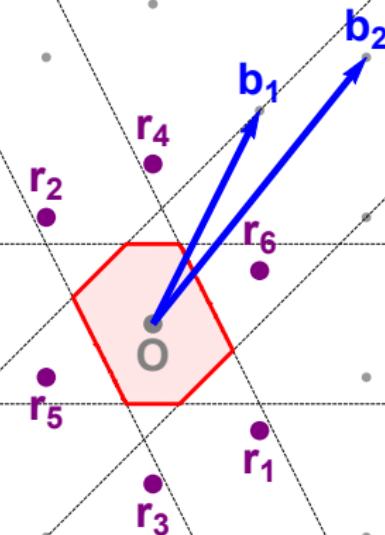
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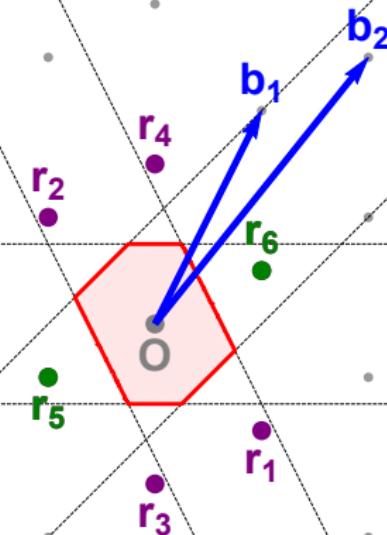
# The Voronoi cell algorithm

2. Find a shortest vector among the relevant vectors



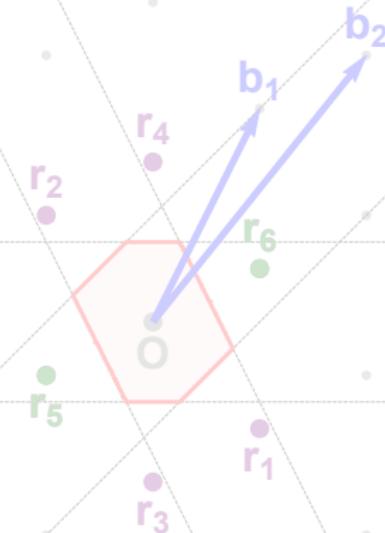
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# The Voronoi cell algorithm

## Analysis

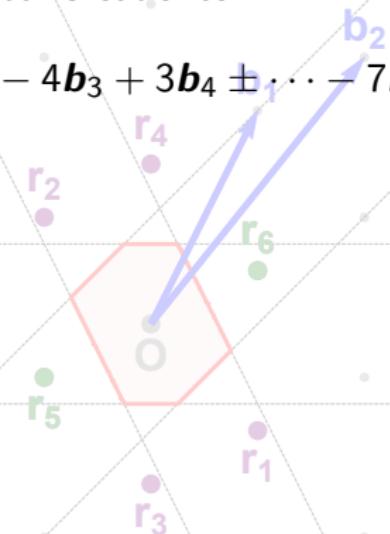


# The Voronoi cell algorithm

## Analysis

Suppose the shortest vector  $s$  satisfies:

$$s = 5\mathbf{b}_1 + 2\mathbf{b}_2 - 4\mathbf{b}_3 + 3\mathbf{b}_4 \pm \dots - 7\mathbf{b}_n$$



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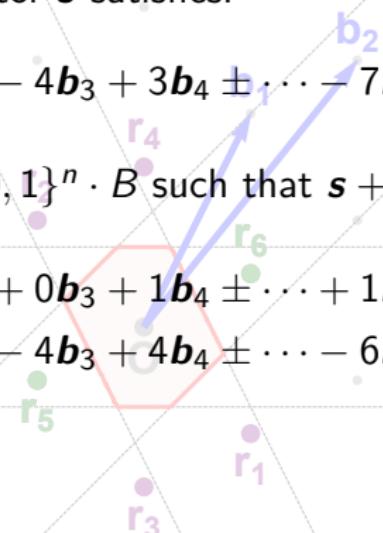
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Choose the vector  $t \in \{0, 1\}^n \cdot B$  such that  $s + t \in 2\mathcal{L}$ :

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**Theorem** (Micciancio and Voulgaris, SODA'10)

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

# Outline

## Lattices

### Enumeration algorithms

- Fincke-Pohst enumeration

- Kannan enumeration

- Pruning the enumeration tree

### The Voronoi cell algorithm

### Sieving algorithms

- Nguyen-Vidick sieve

- Multiple levels

### Sieving using locality-sensitive hashing

- Nguyen-Vidick sieve

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Studied since 2001 [AKS01, Reg04, NV08, ..., ZPH13, BGJ14]

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  - ▶ Set  $C = \emptyset$  and  $R = \emptyset$
  - ▶ For each  $\mathbf{v} \in L$ , find the closest  $\mathbf{c} \in C$ 
    - ▶ If  $\|\mathbf{v} - \mathbf{c}\|$  is “large”, add  $\mathbf{v}$  to  $C$
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3. Set  $L \leftarrow R$  and repeat until  $L$  contains a shortest vector

# Nguyen-Vidick sieve

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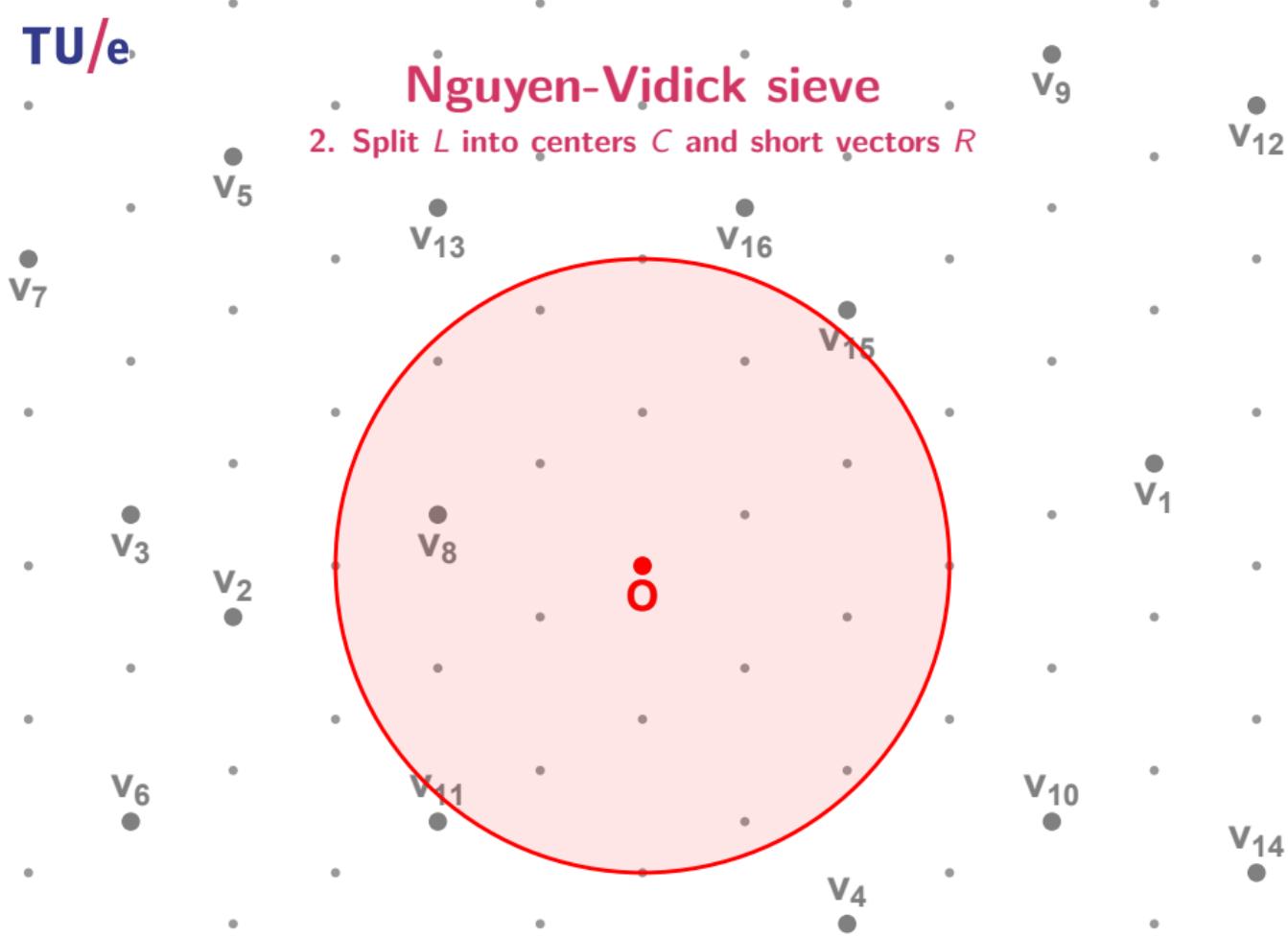
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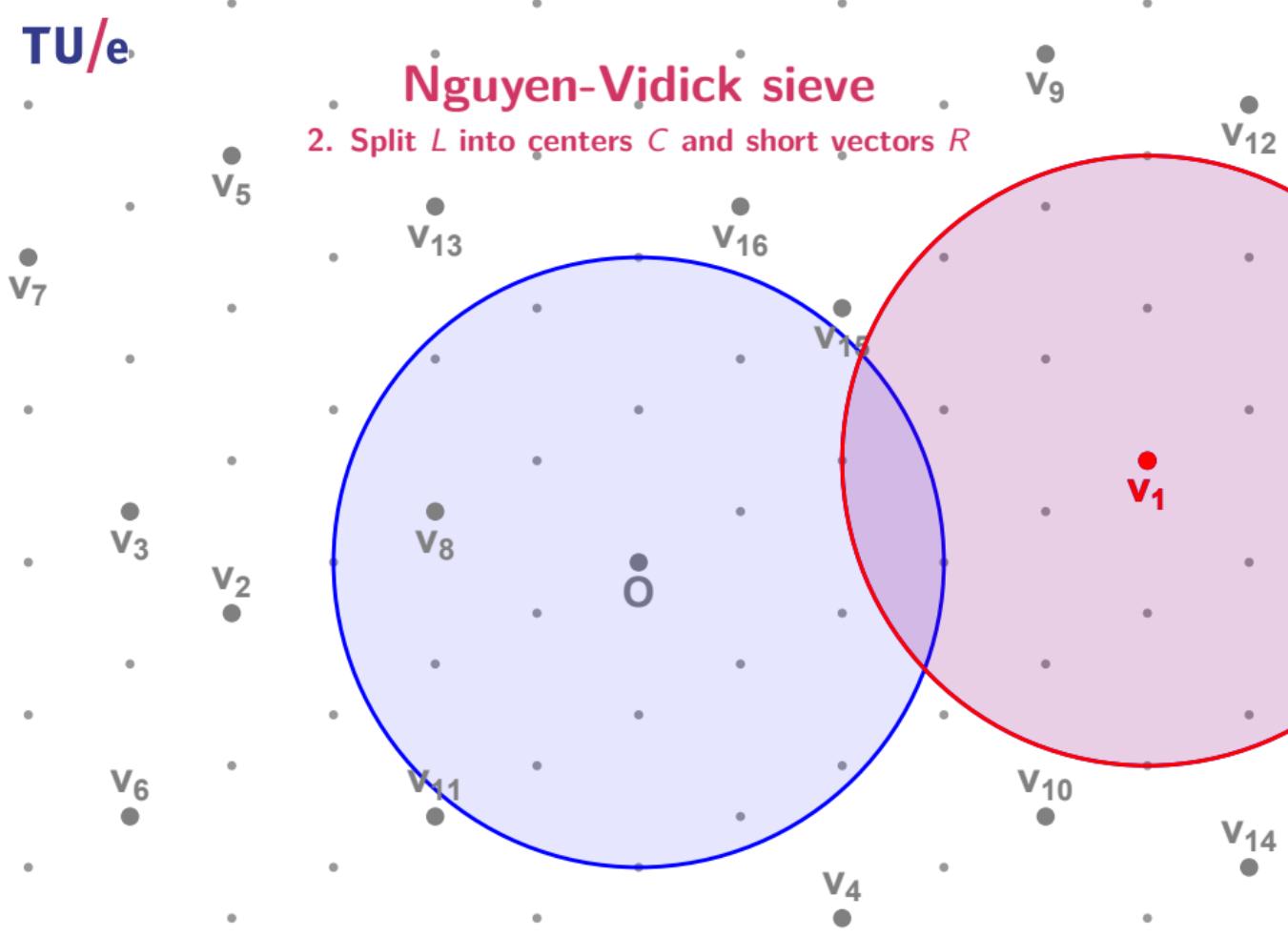
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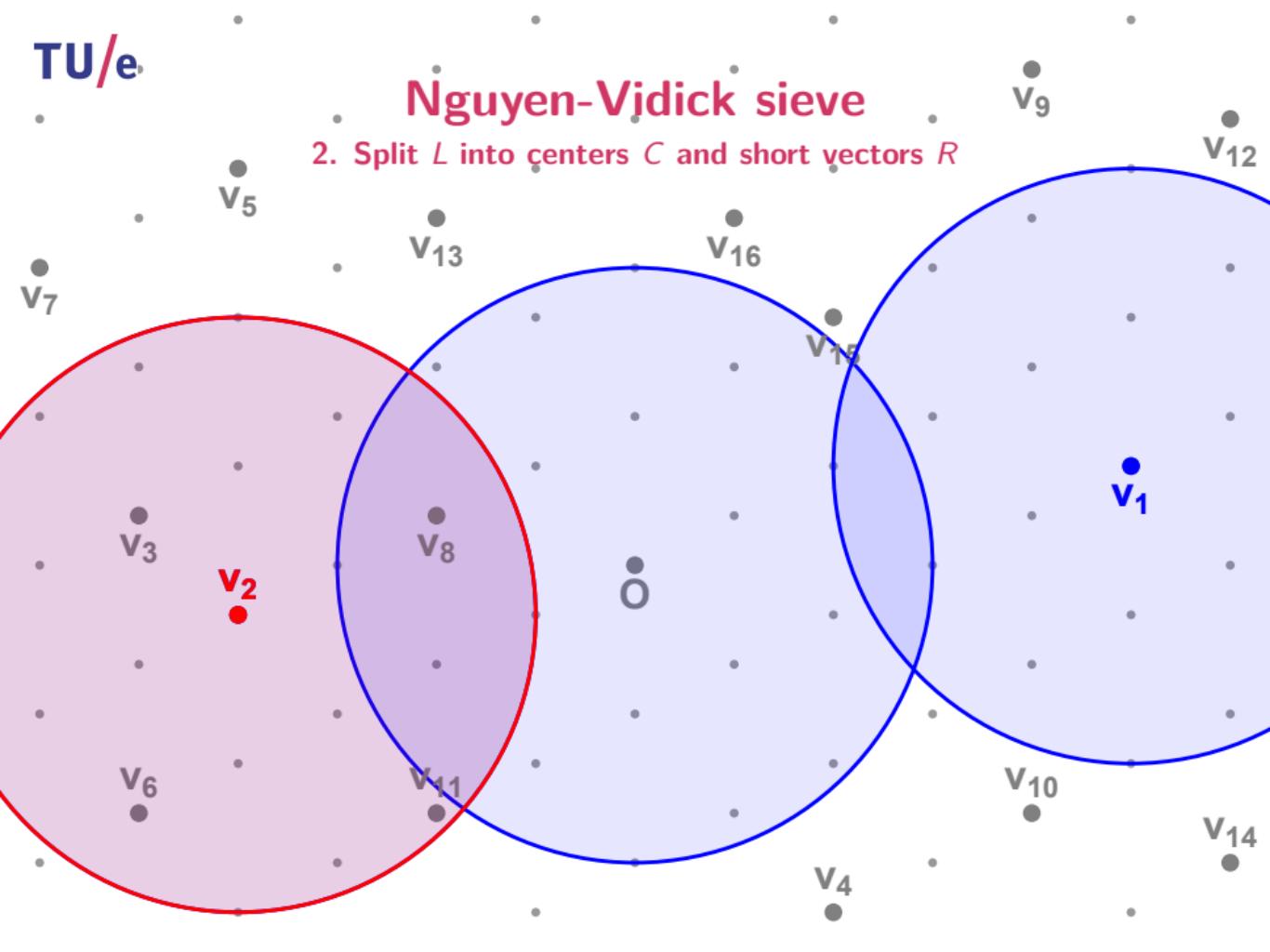
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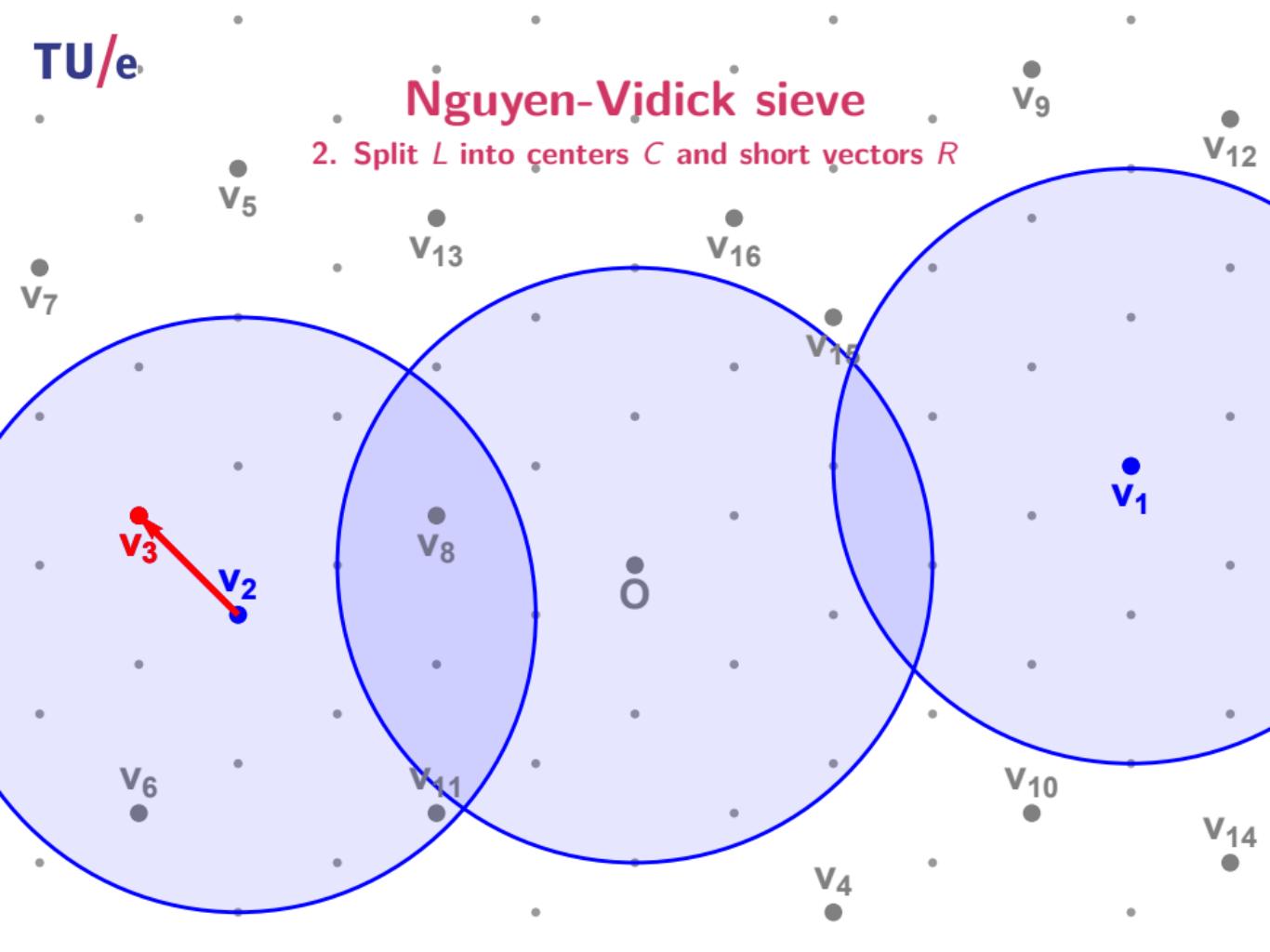
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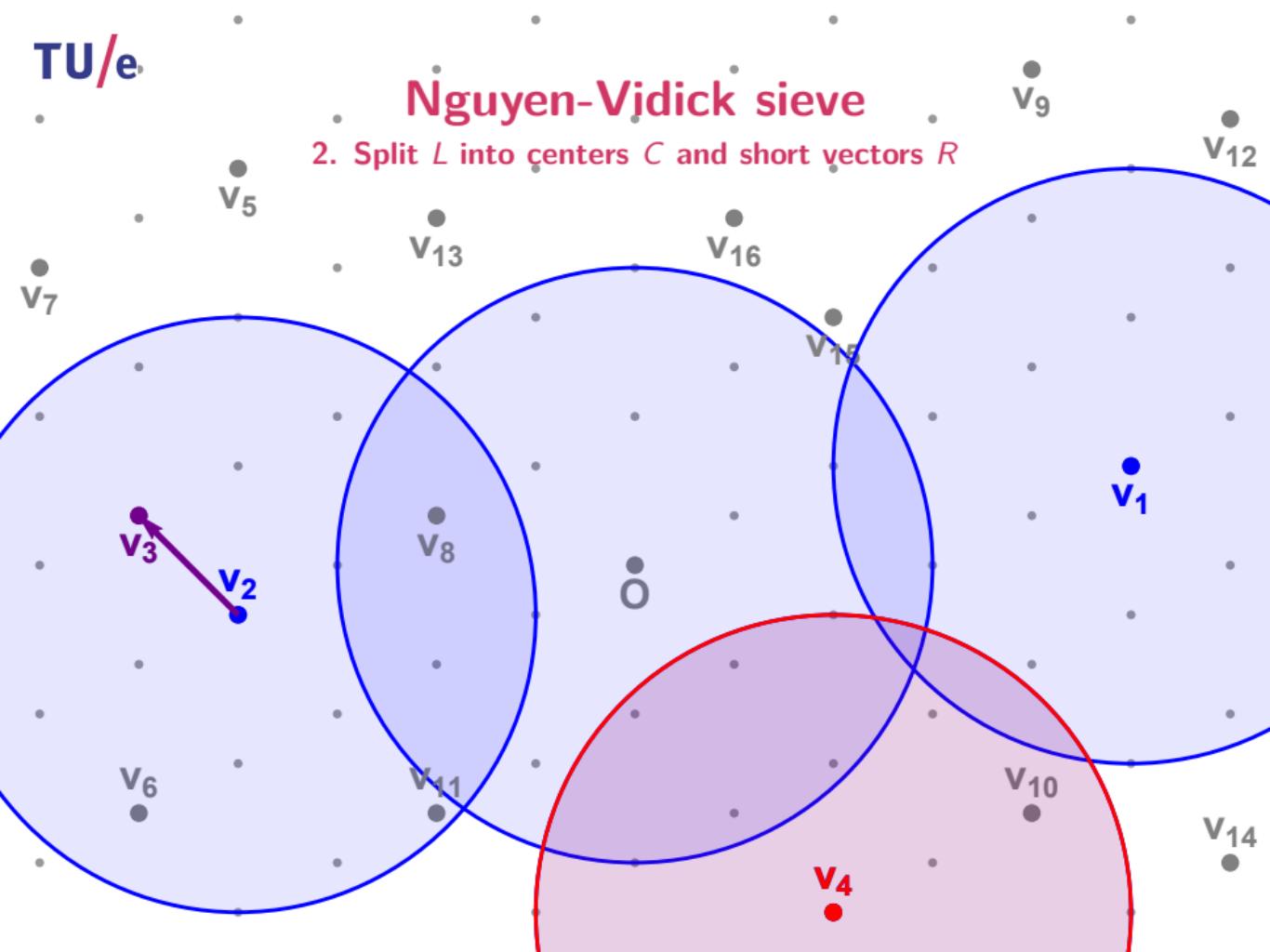
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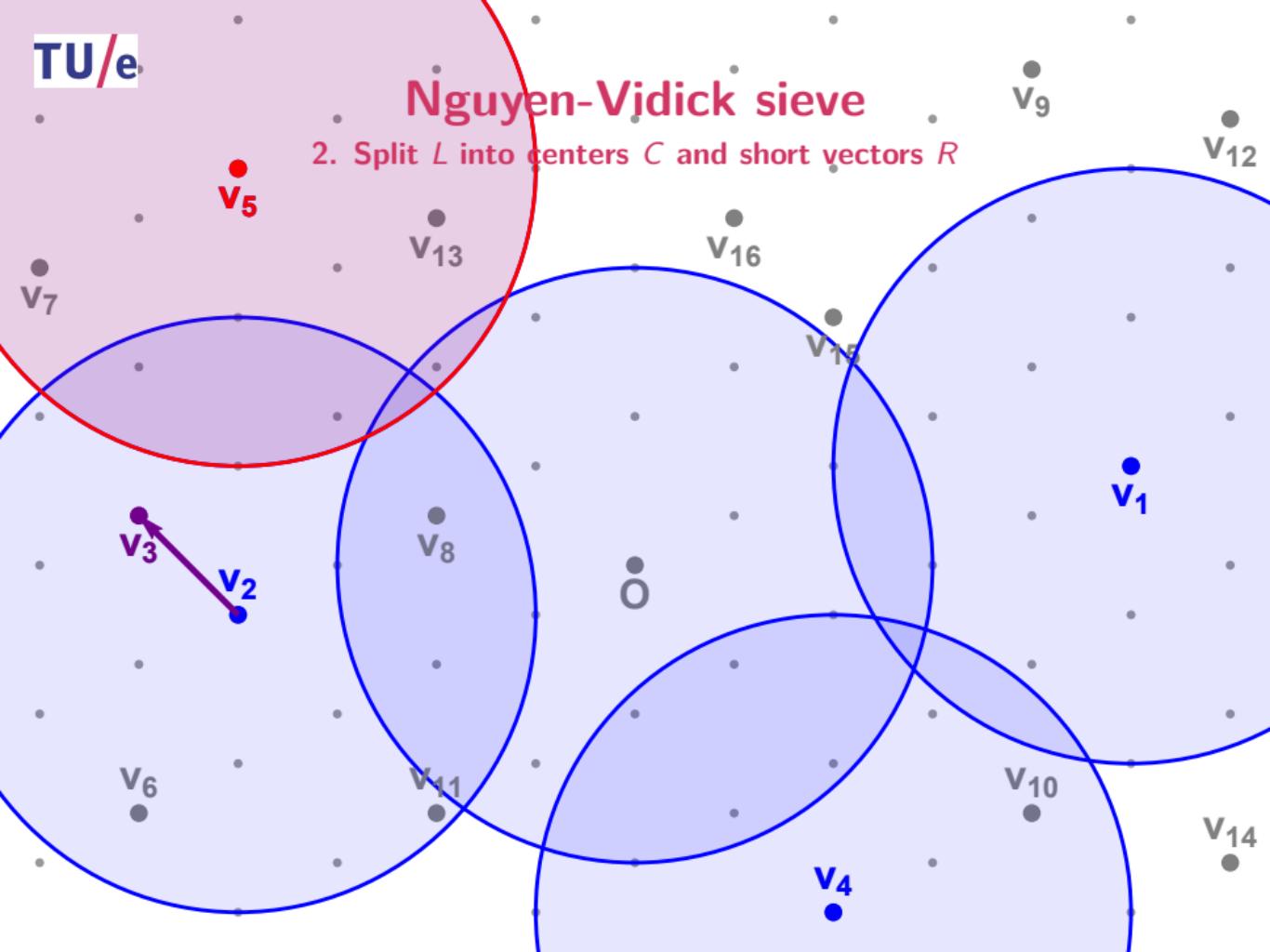
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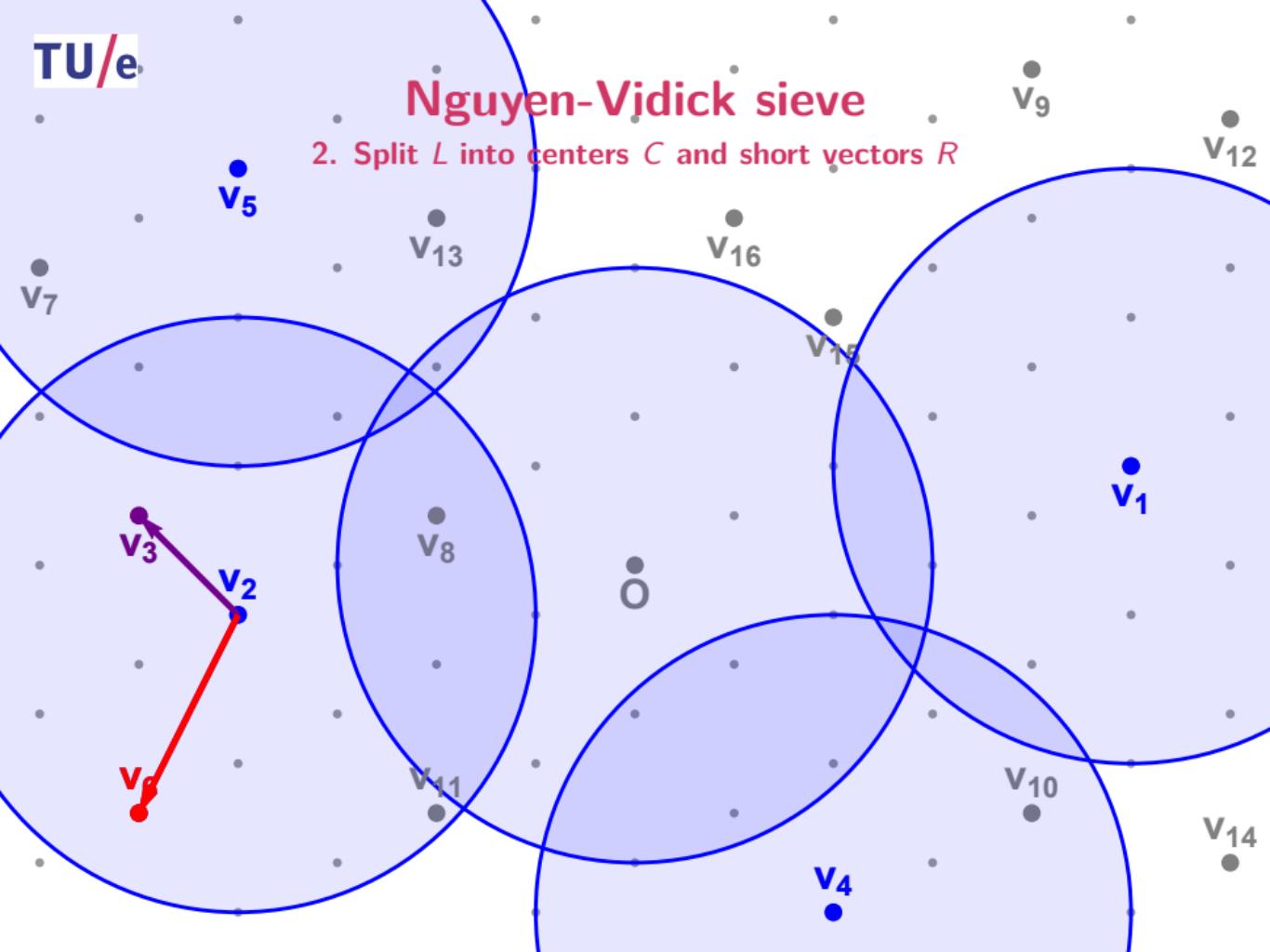
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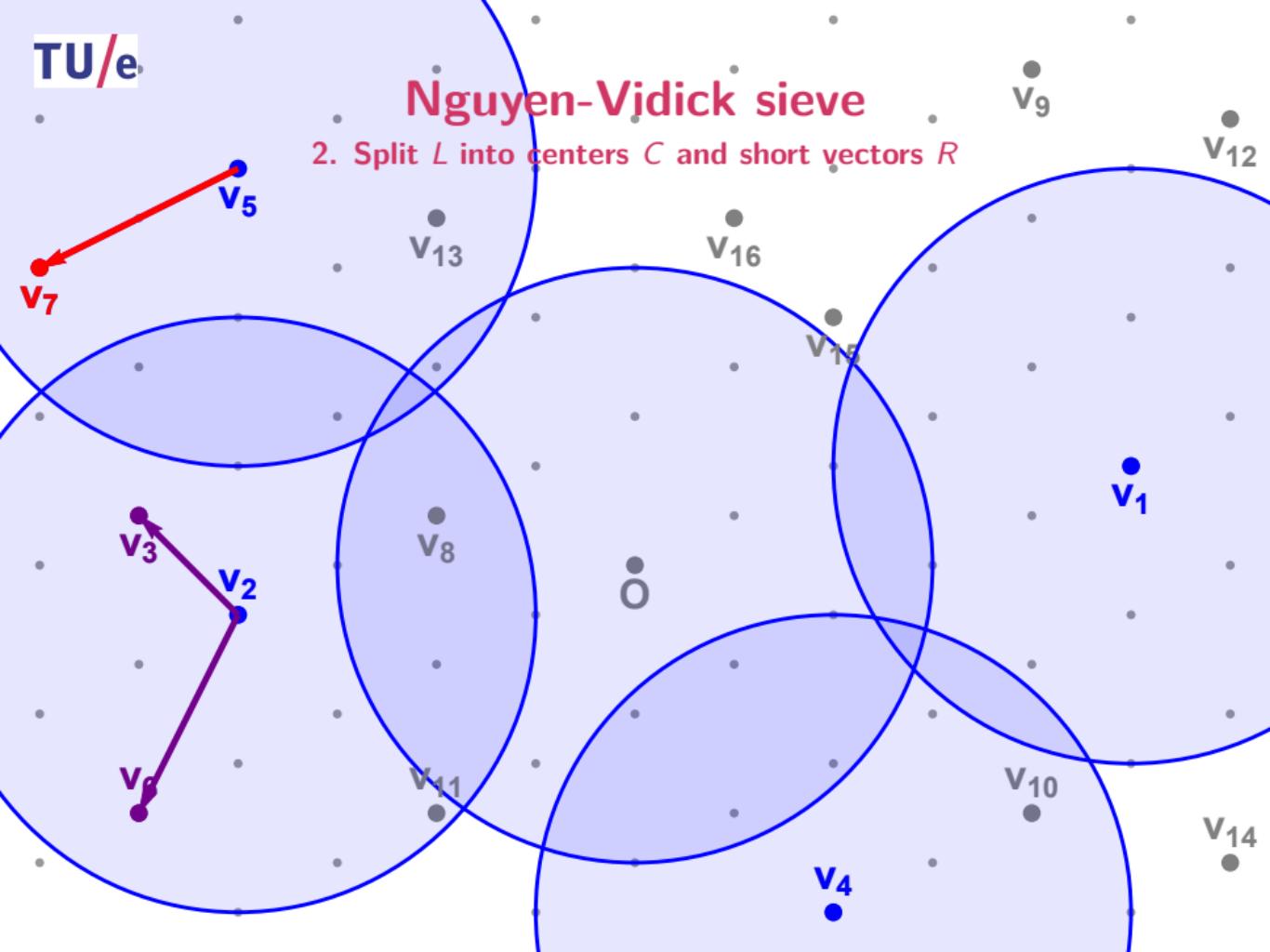
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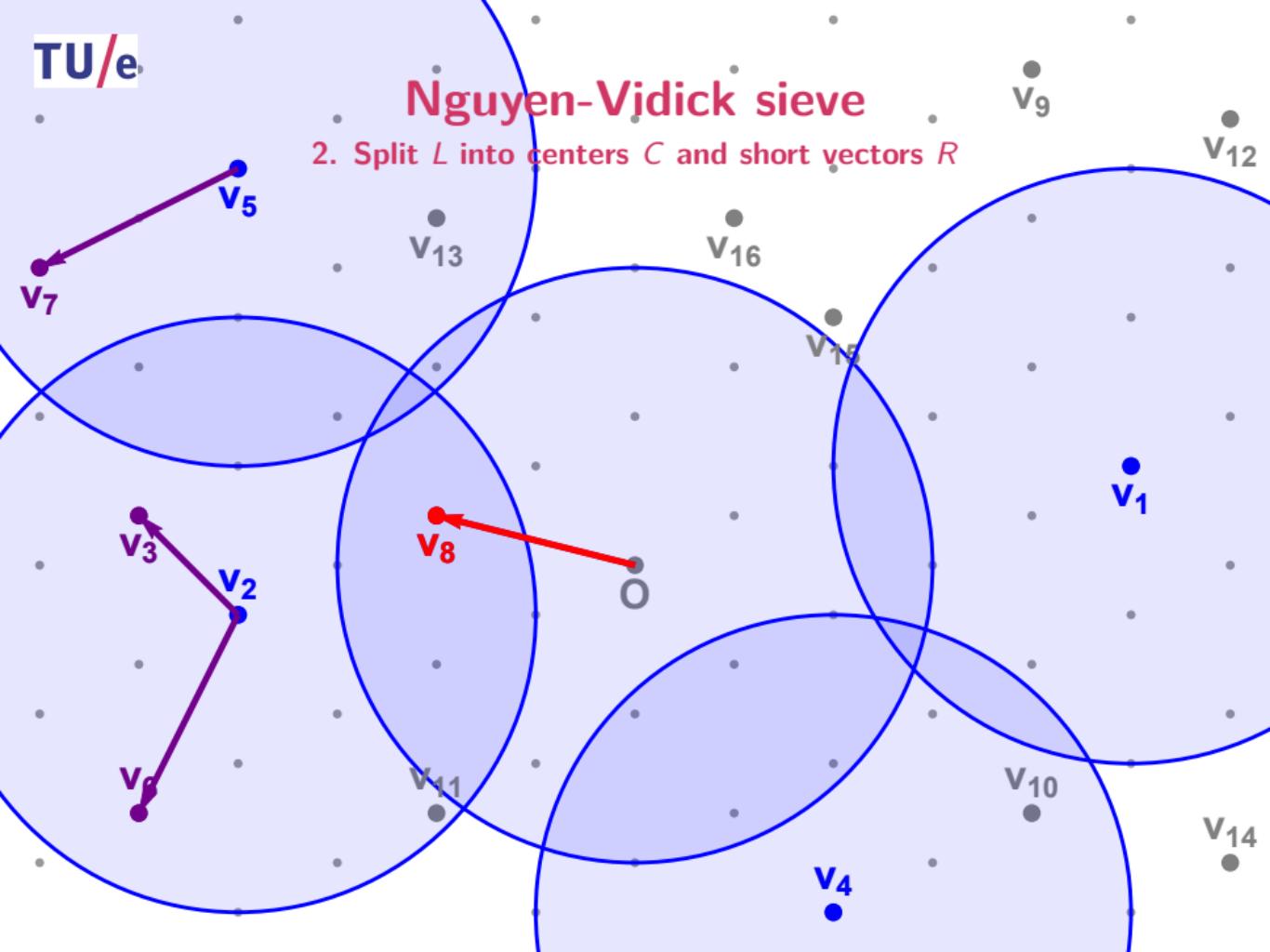
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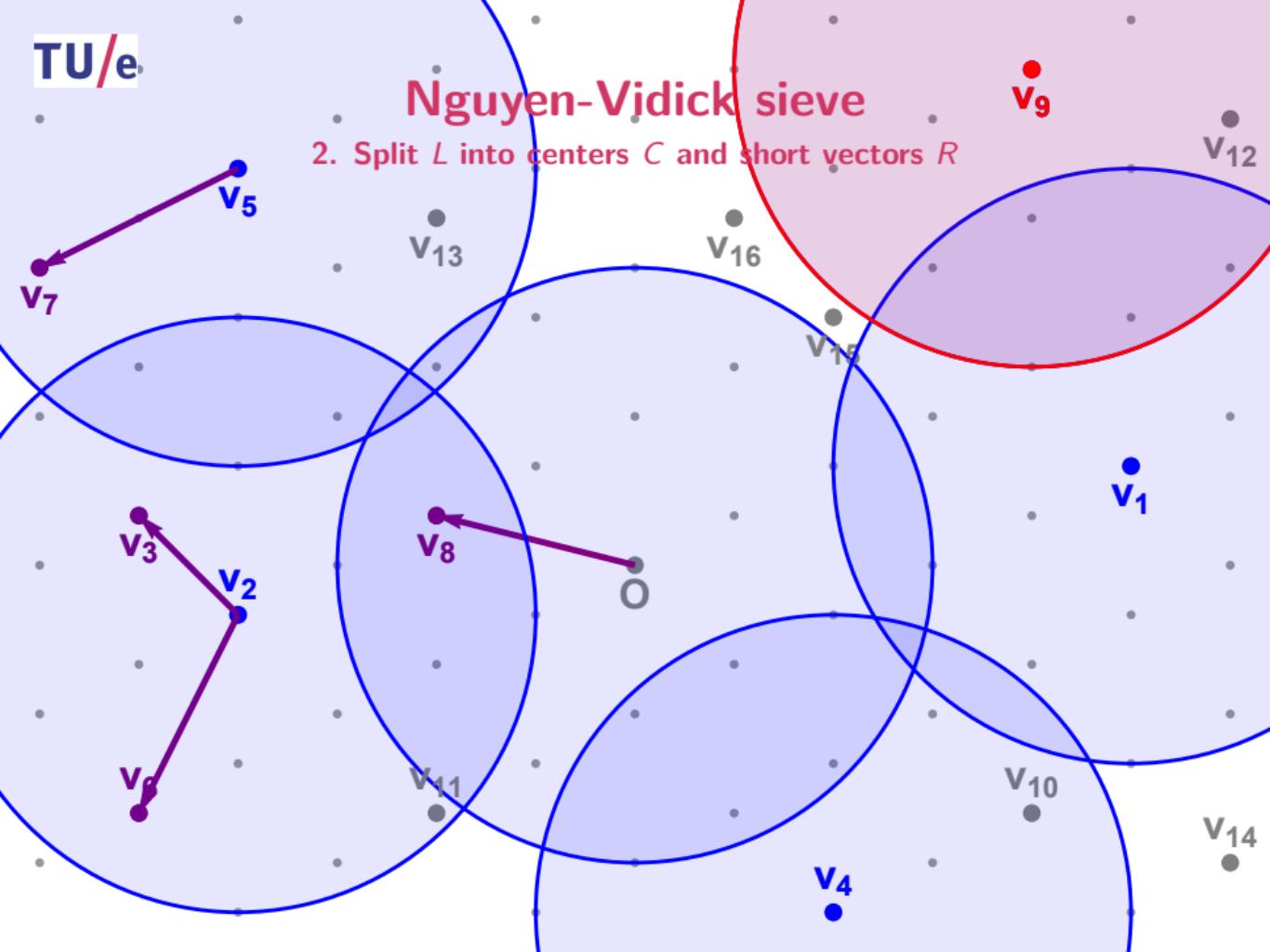
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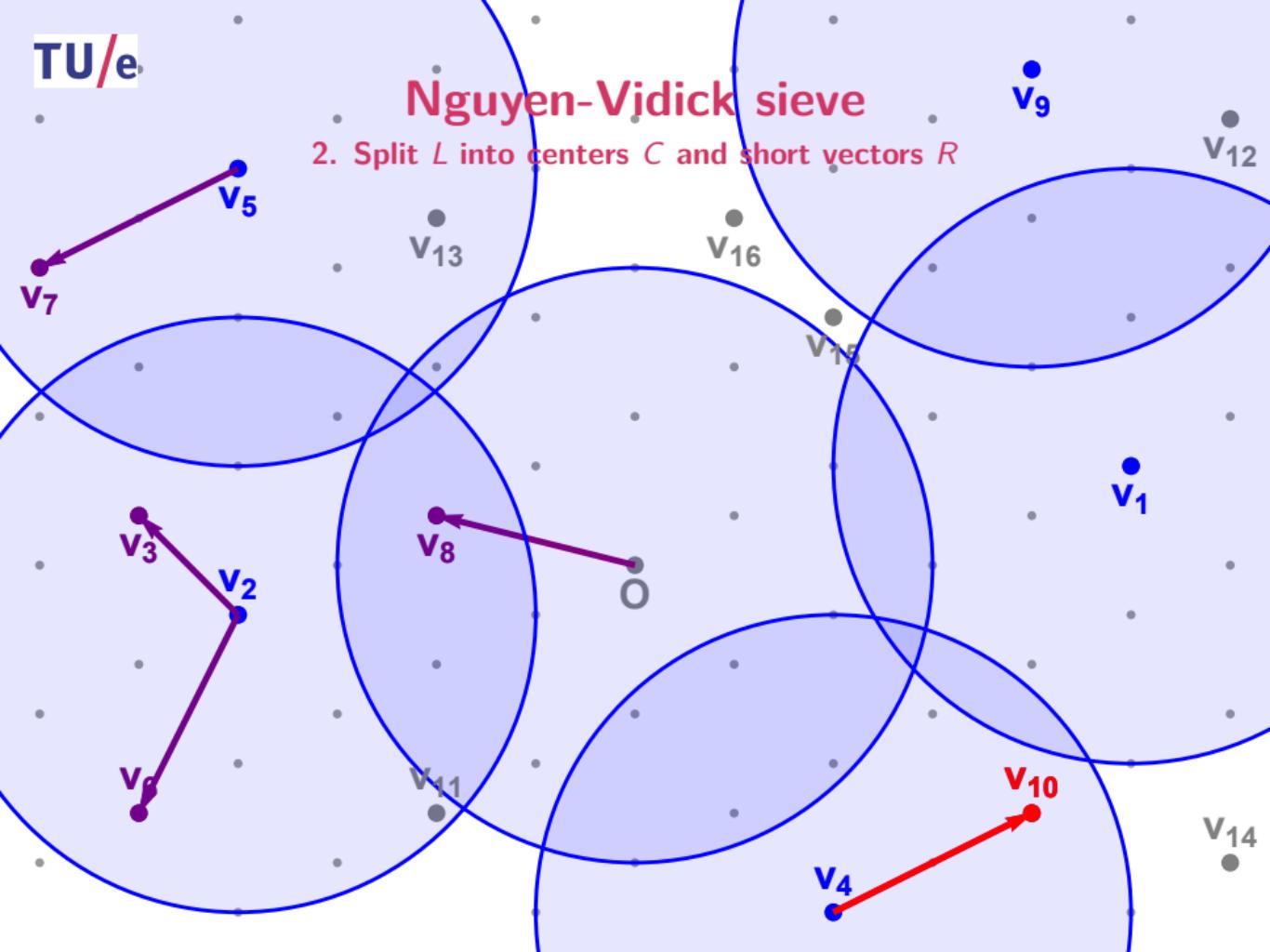
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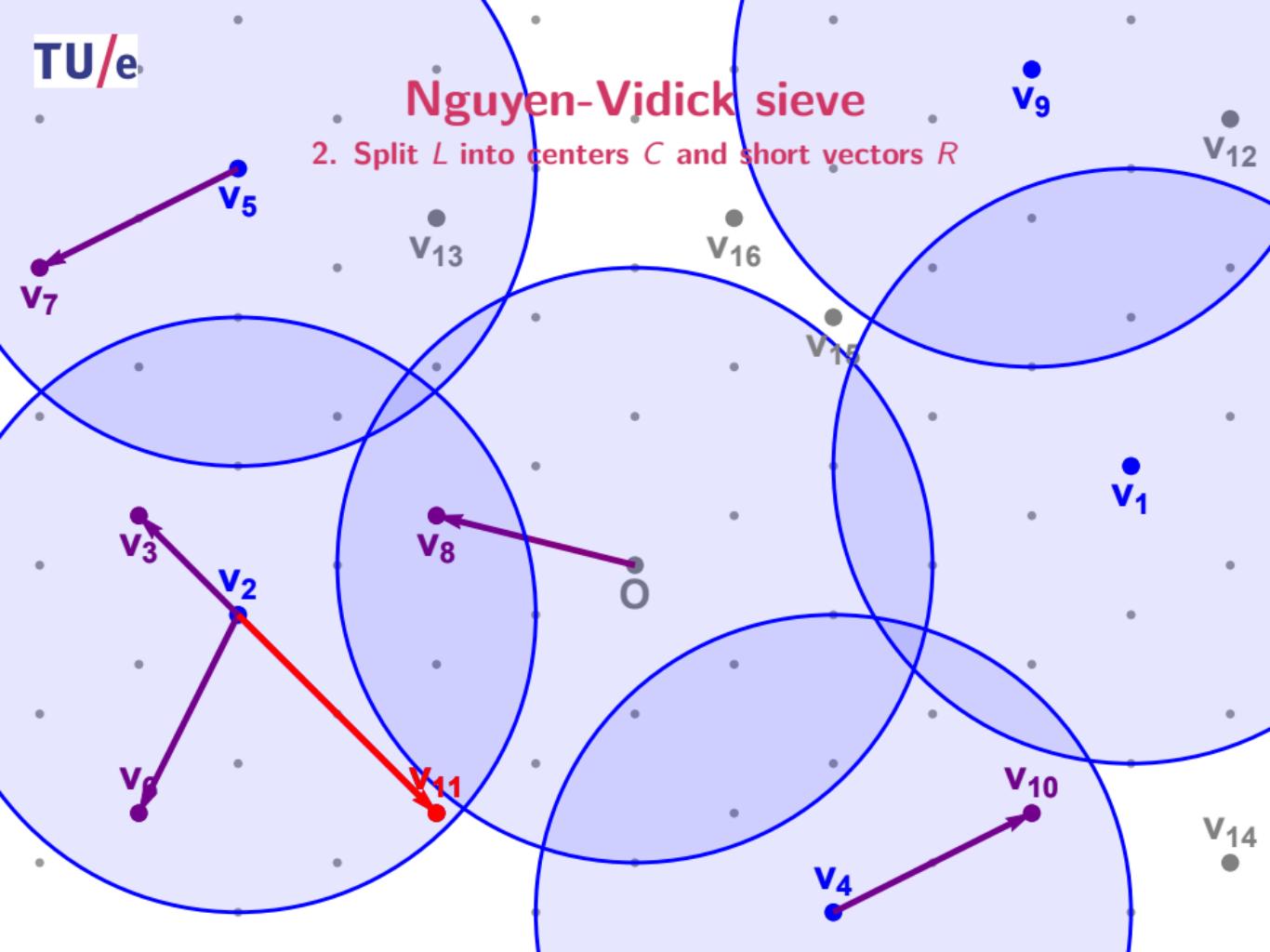
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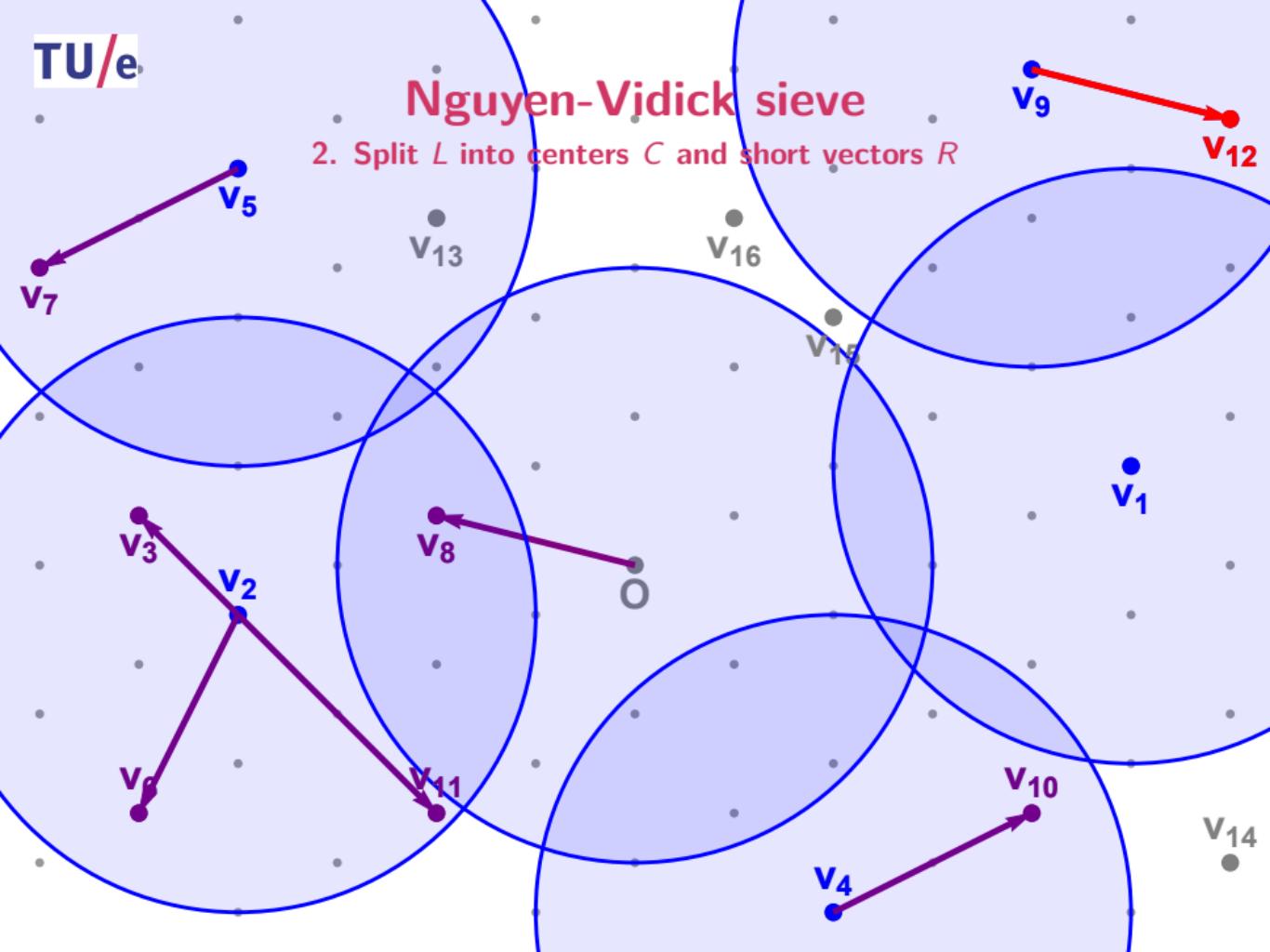
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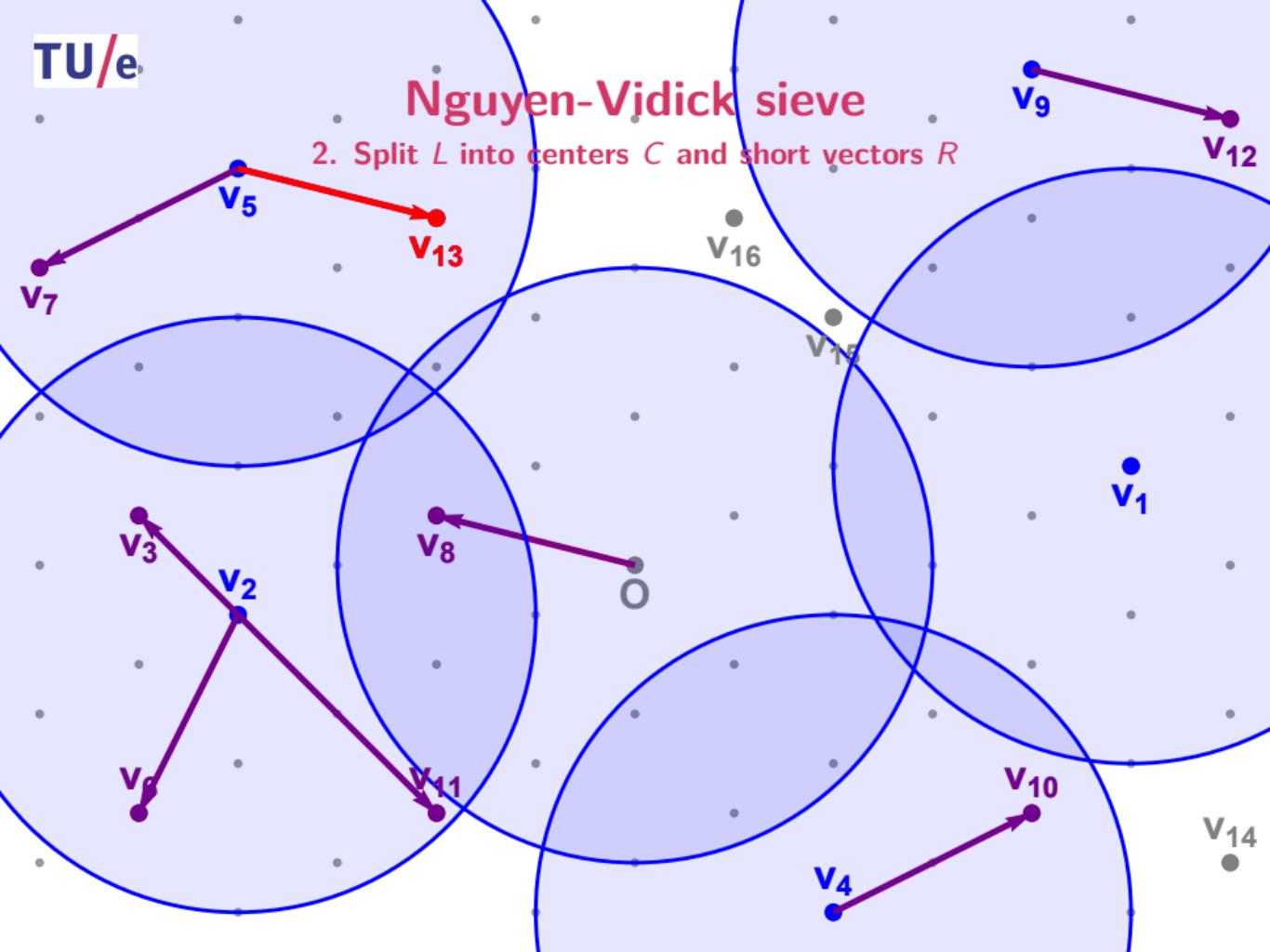
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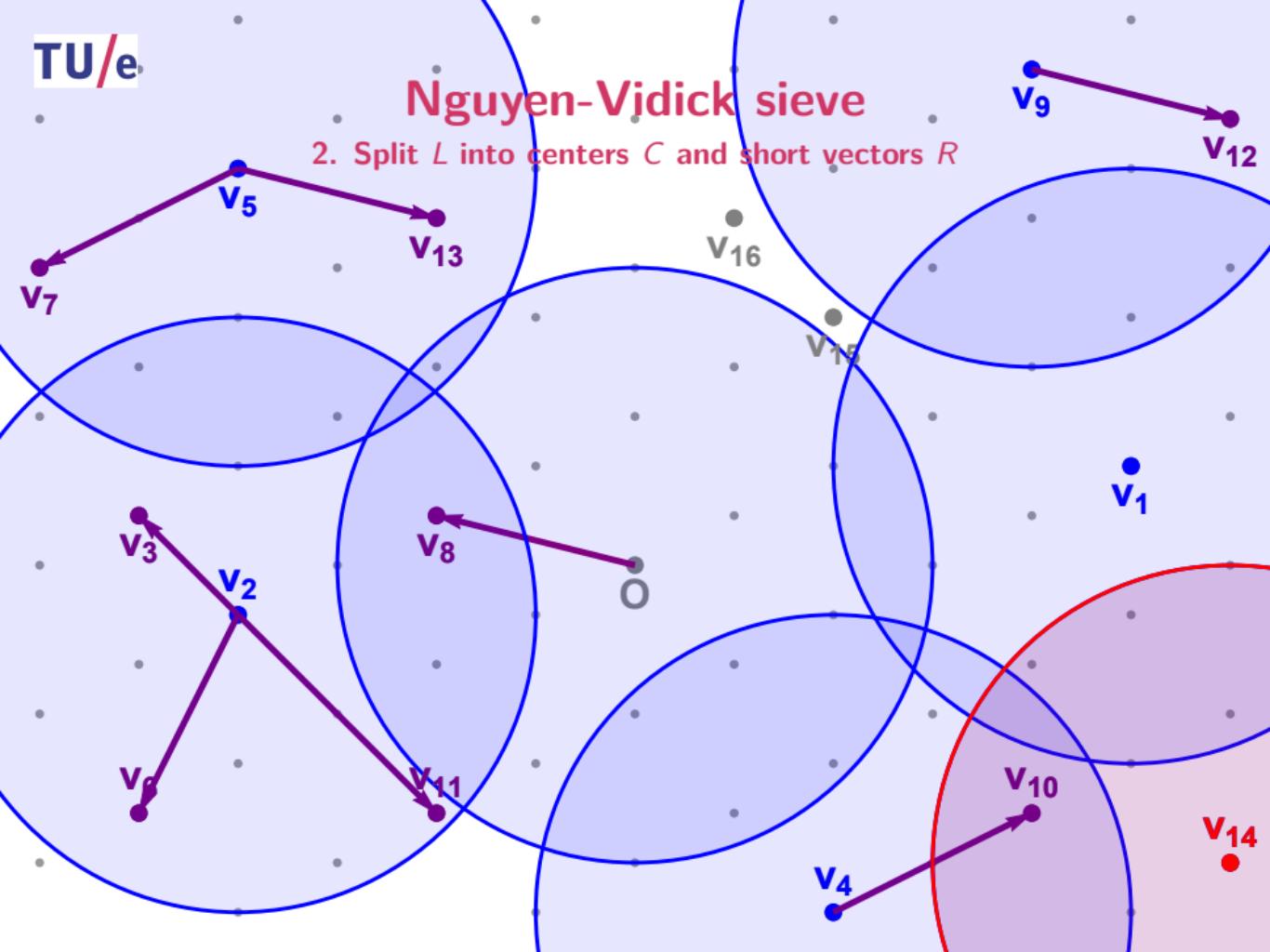
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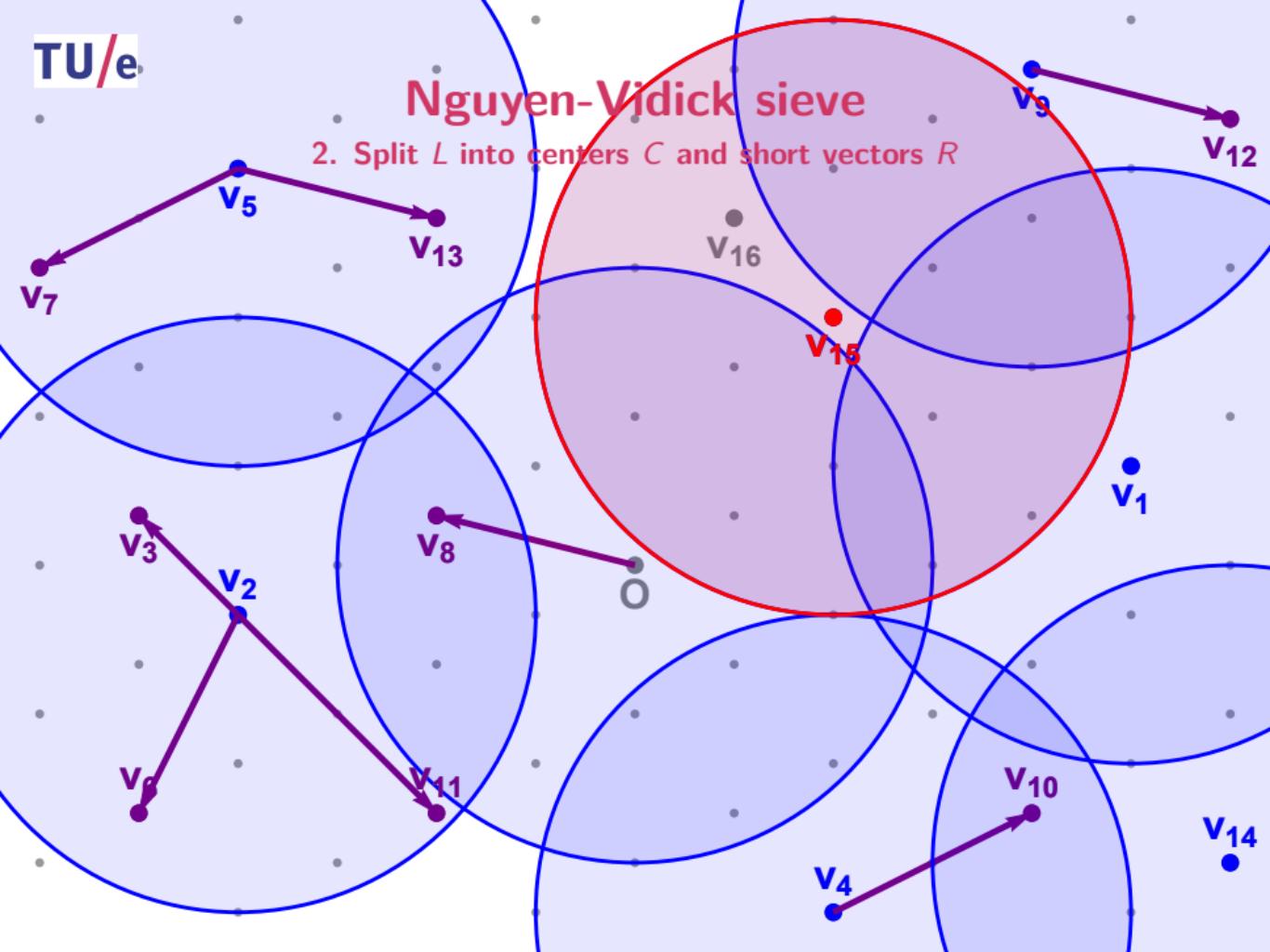
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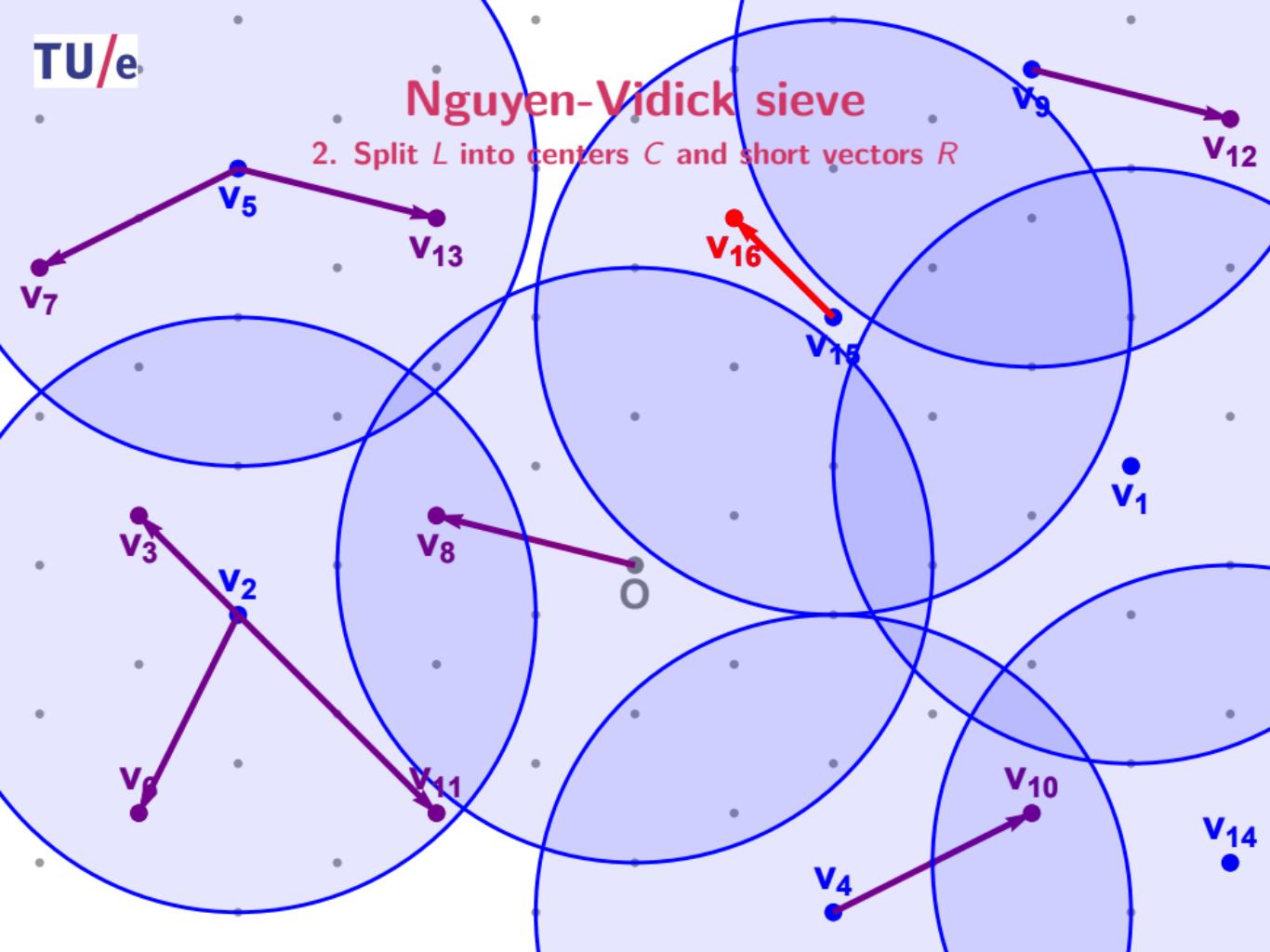
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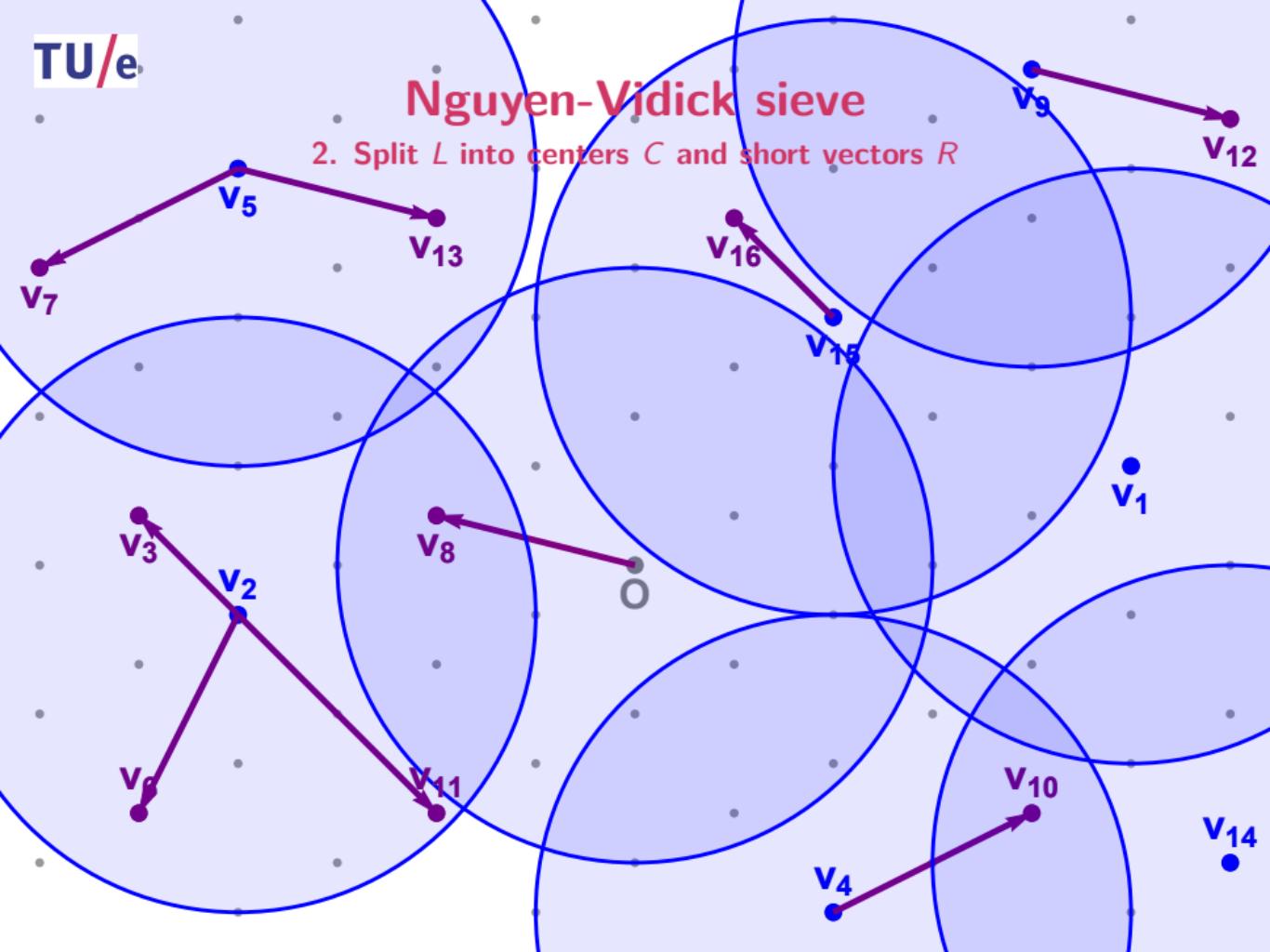
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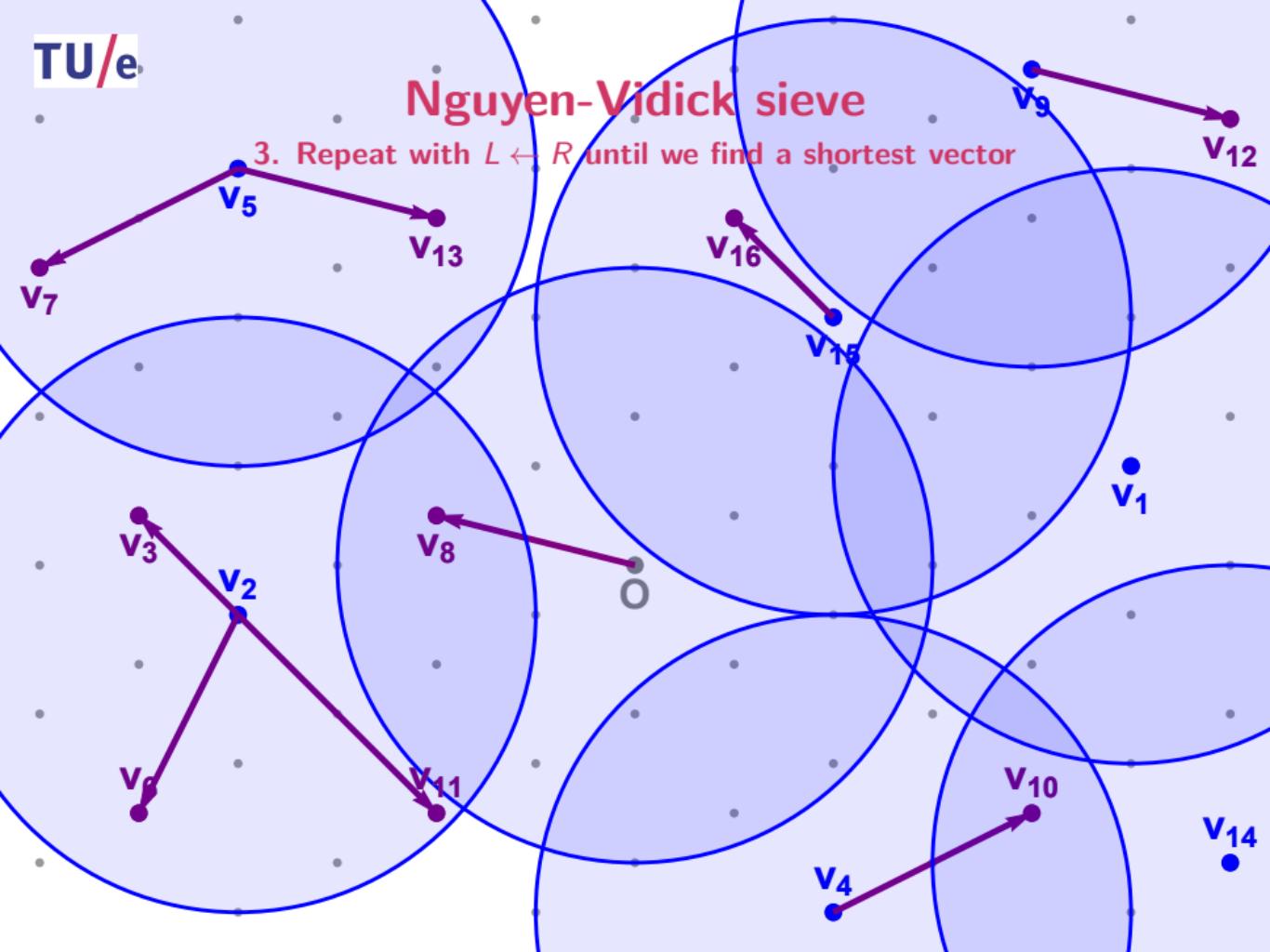
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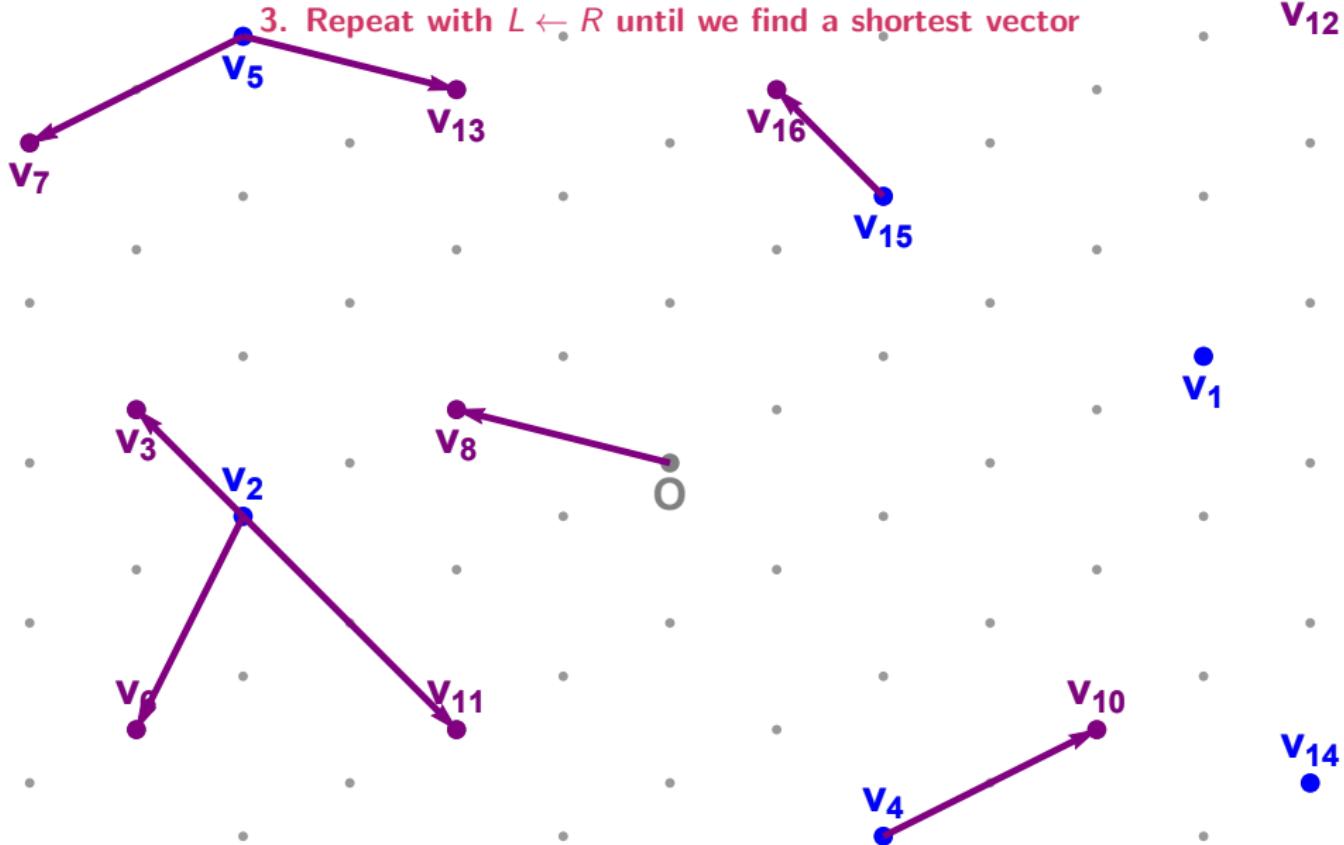
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3. Repeat with  $L \leftarrow R$  until we find a shortest vector



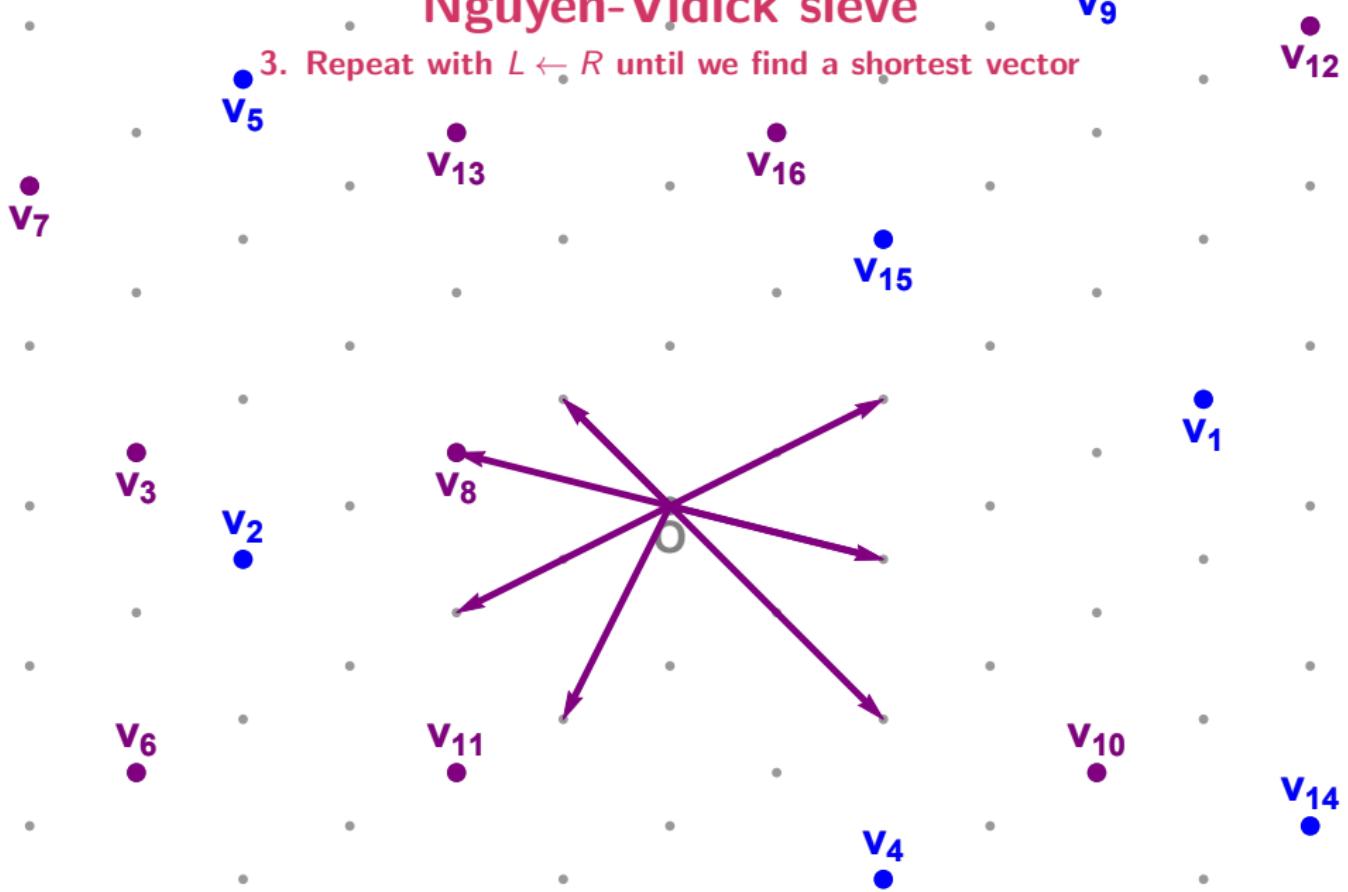
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# Nguyen-Vidick sieve

## Overview



# Nguyen-Vidick sieve

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

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



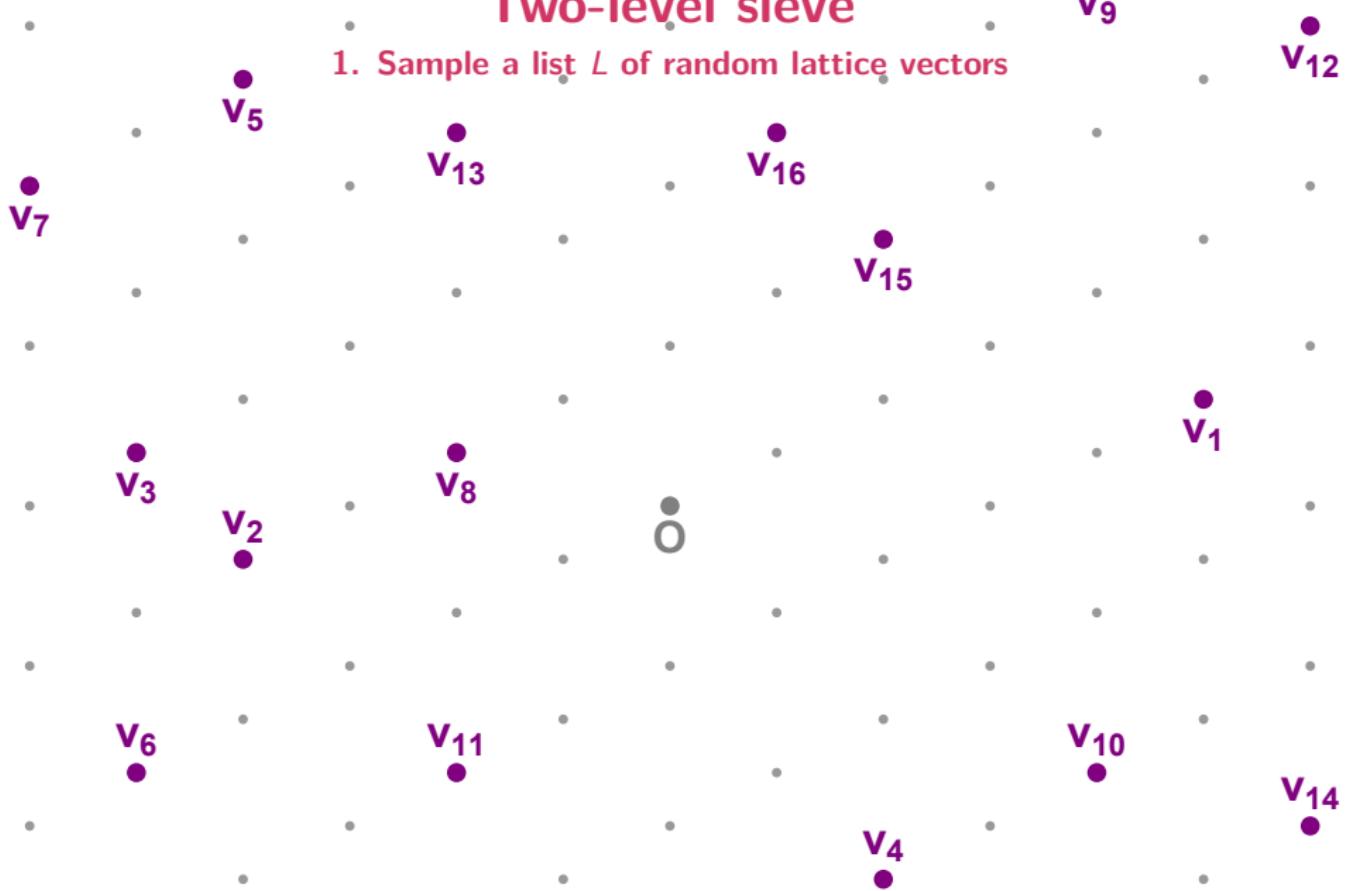
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1. Sample a list  $L$  of random lattice vectors



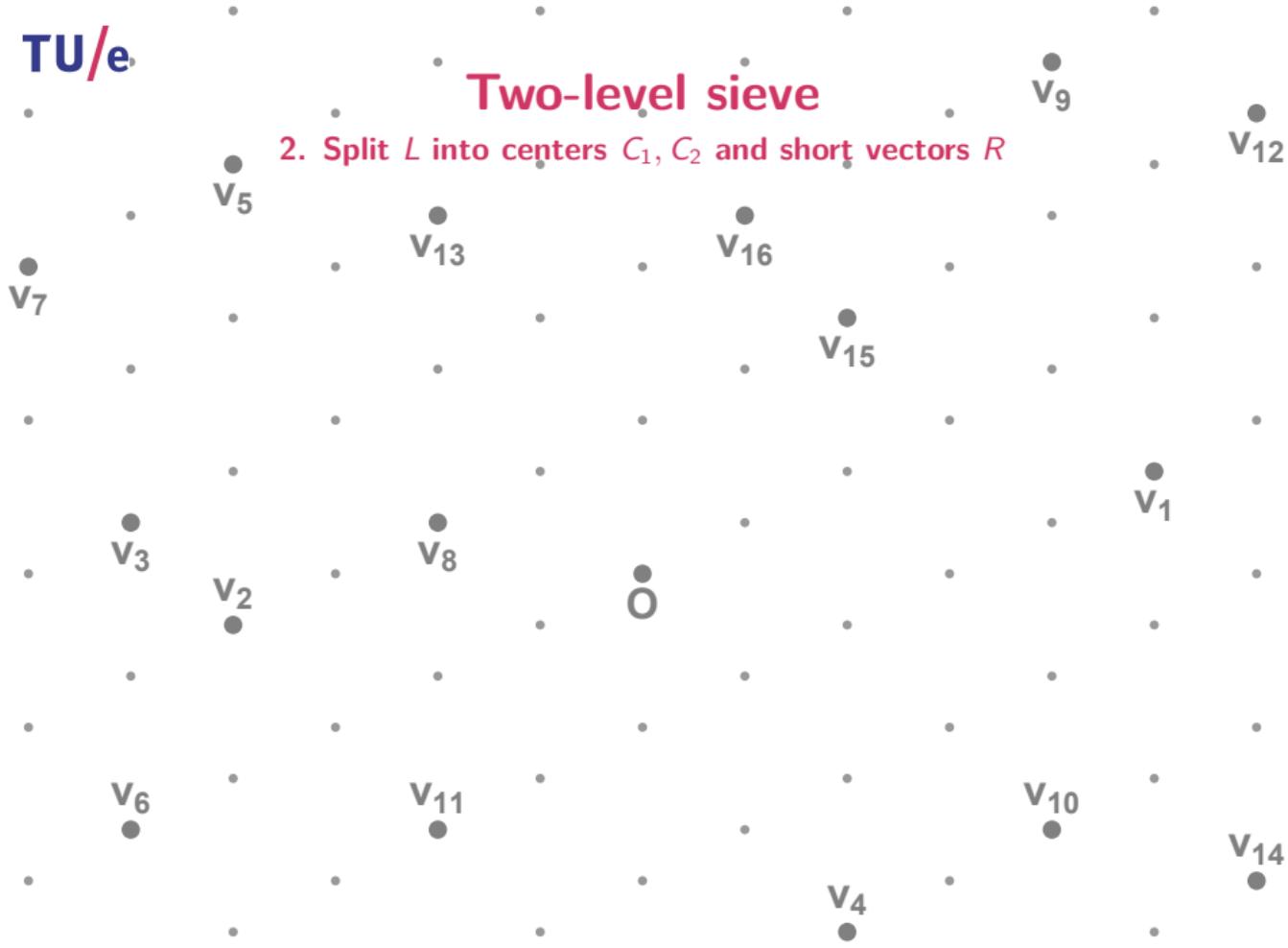
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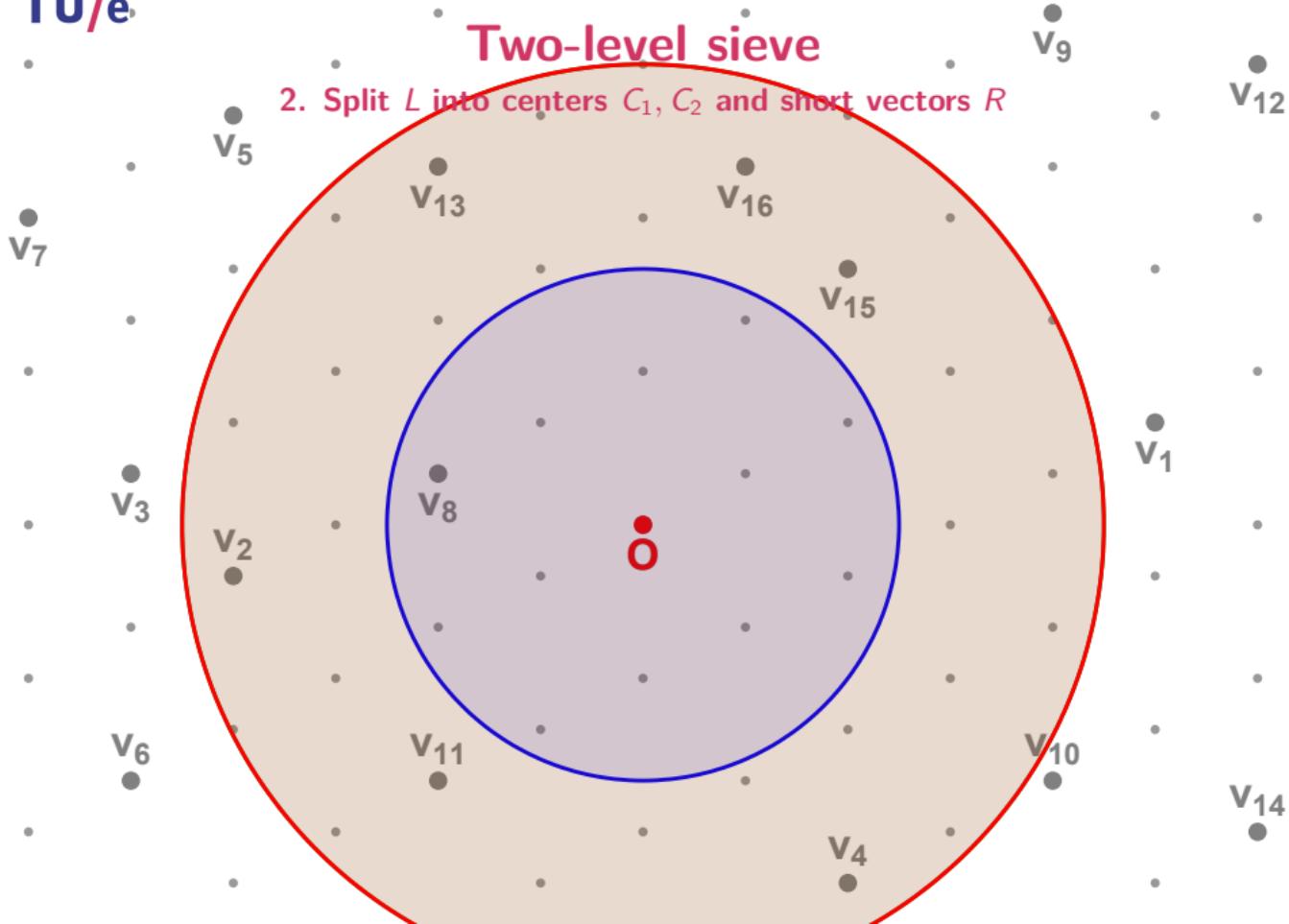
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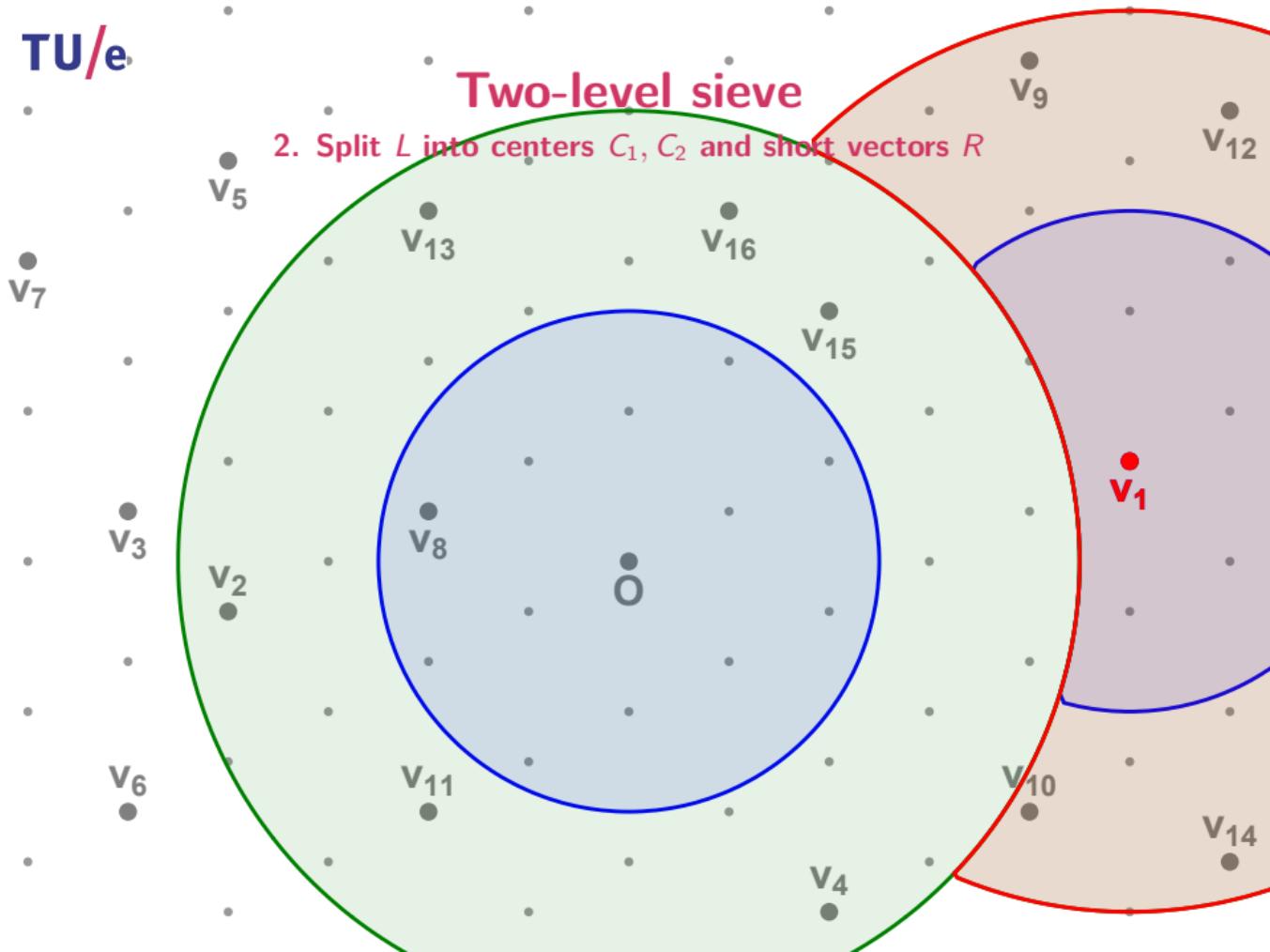
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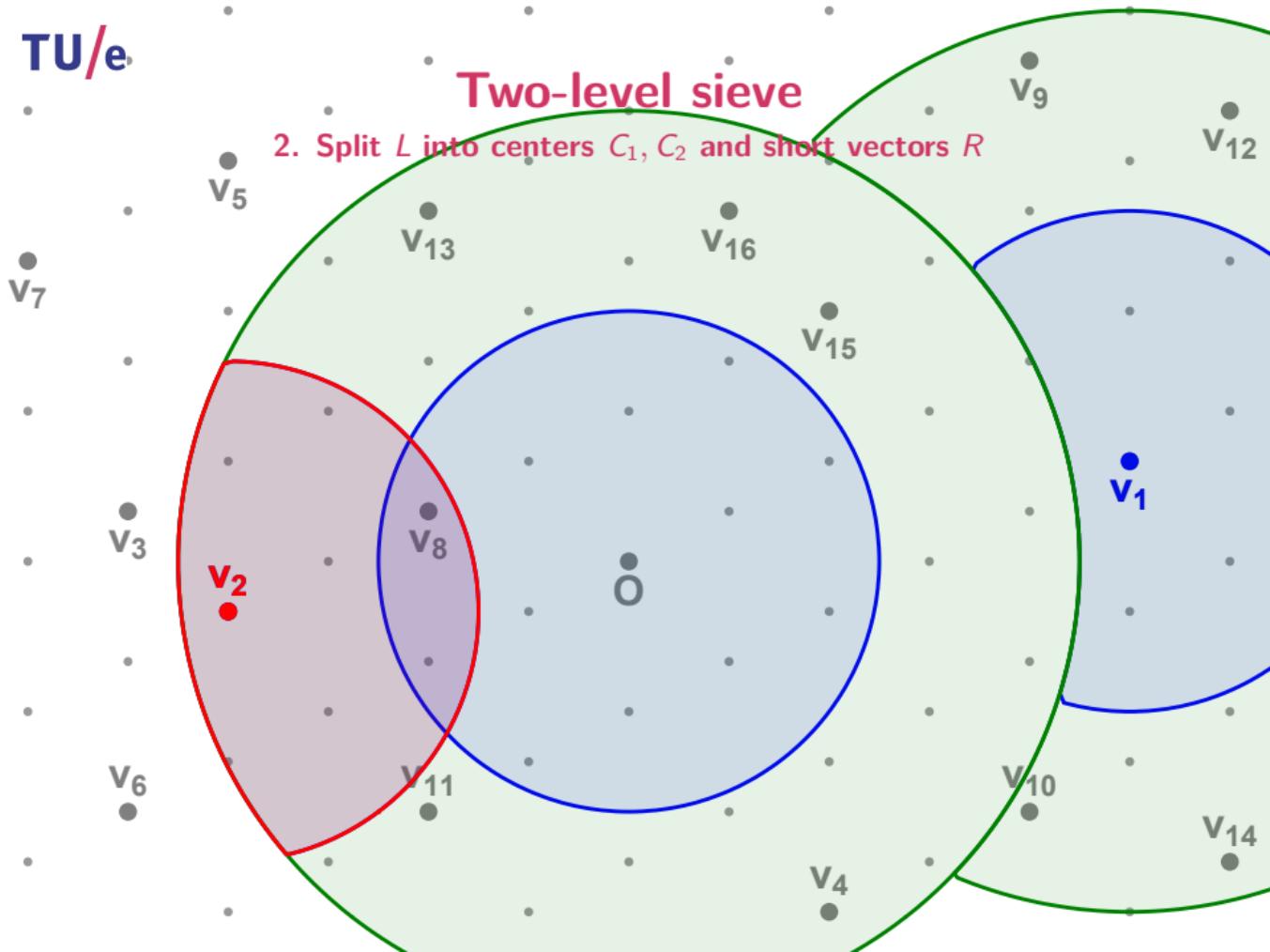
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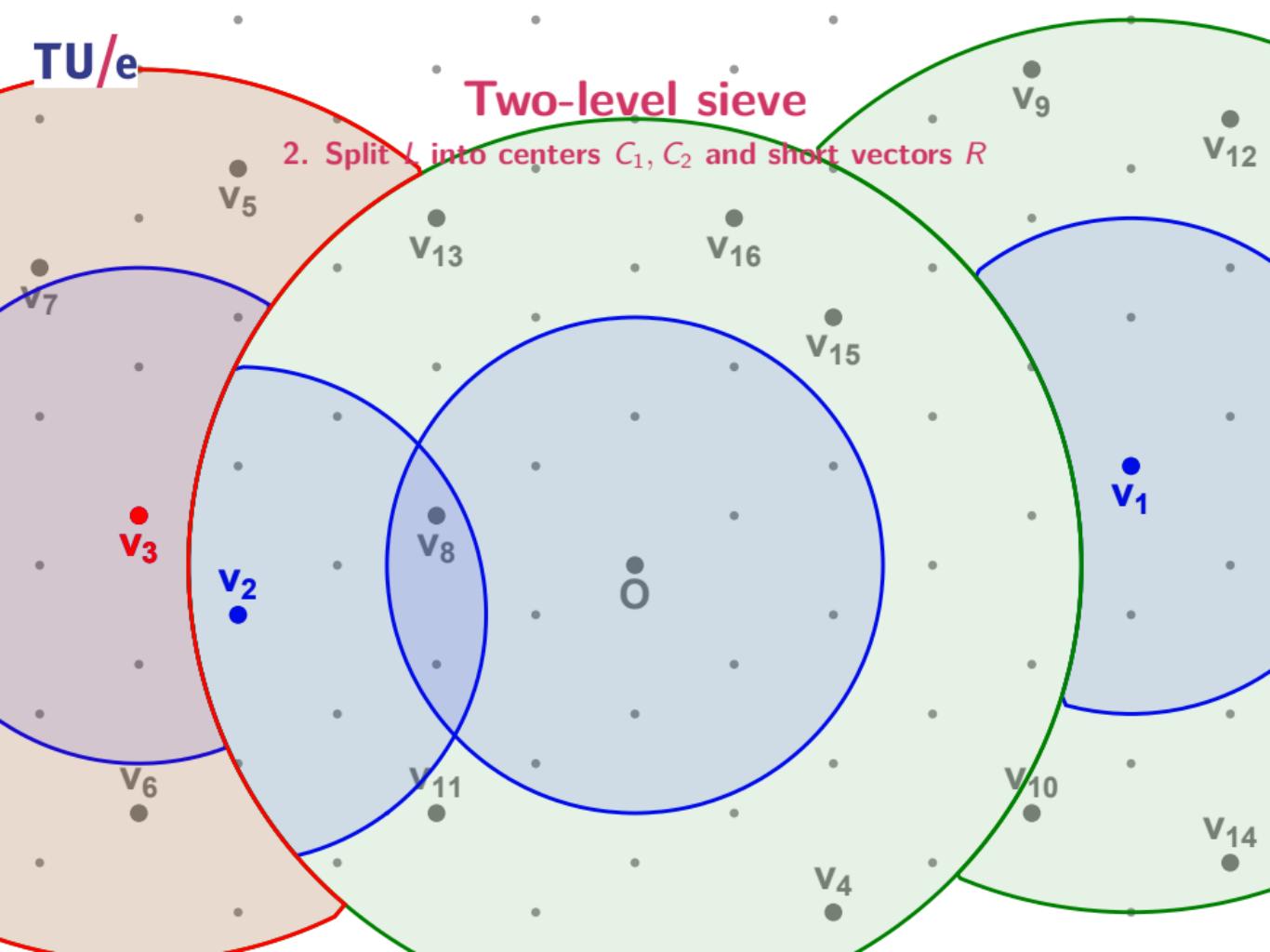
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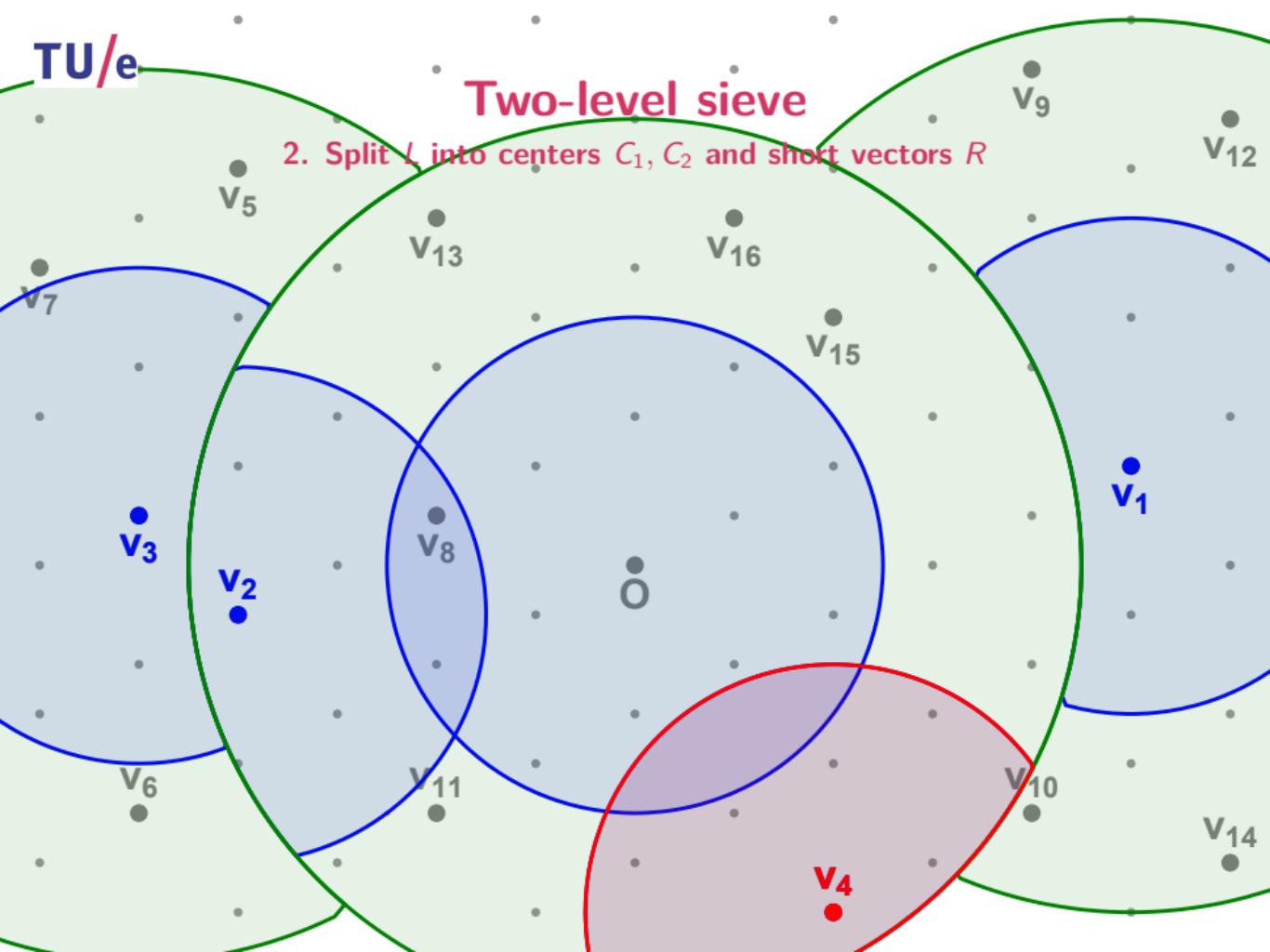
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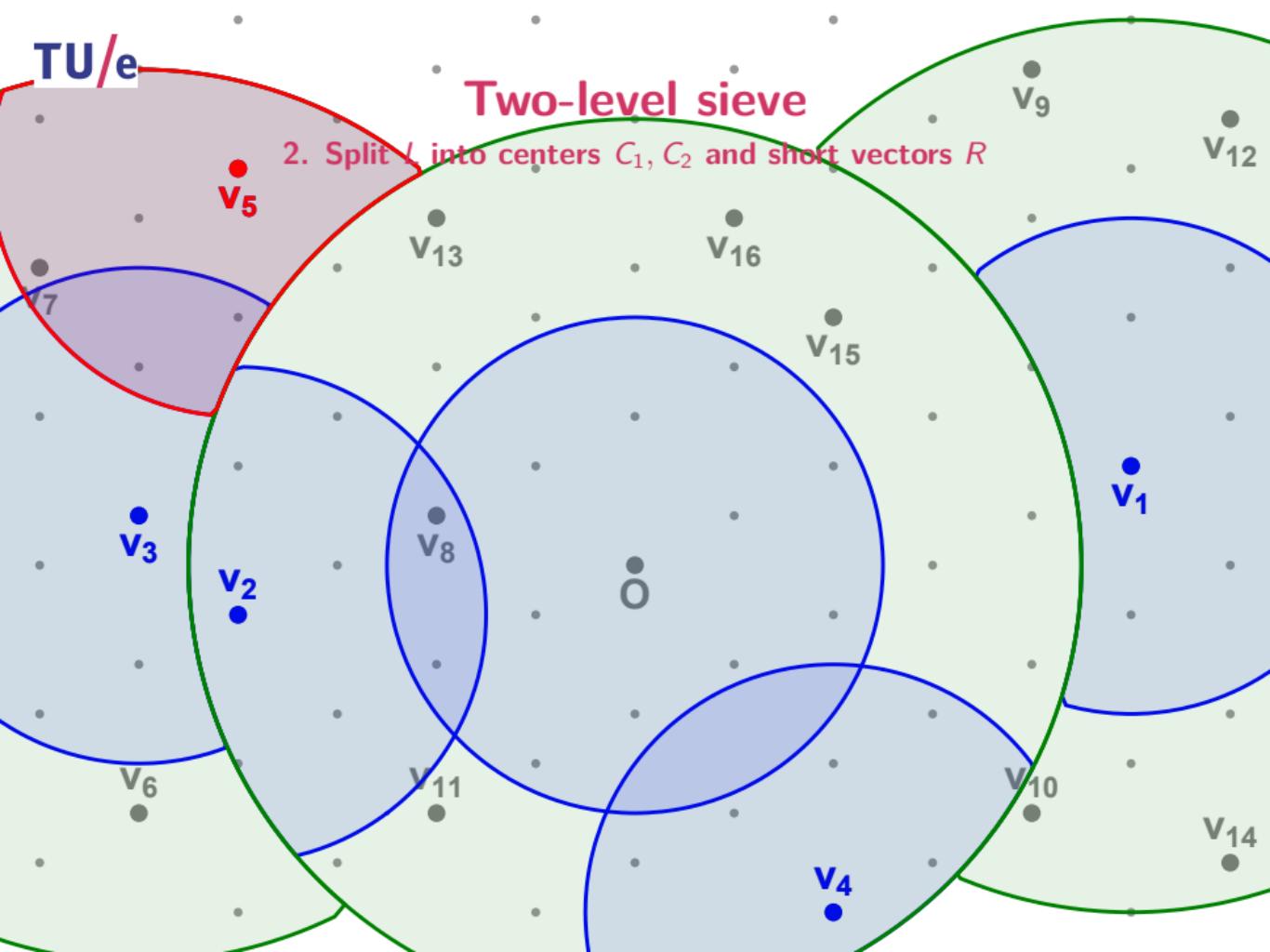
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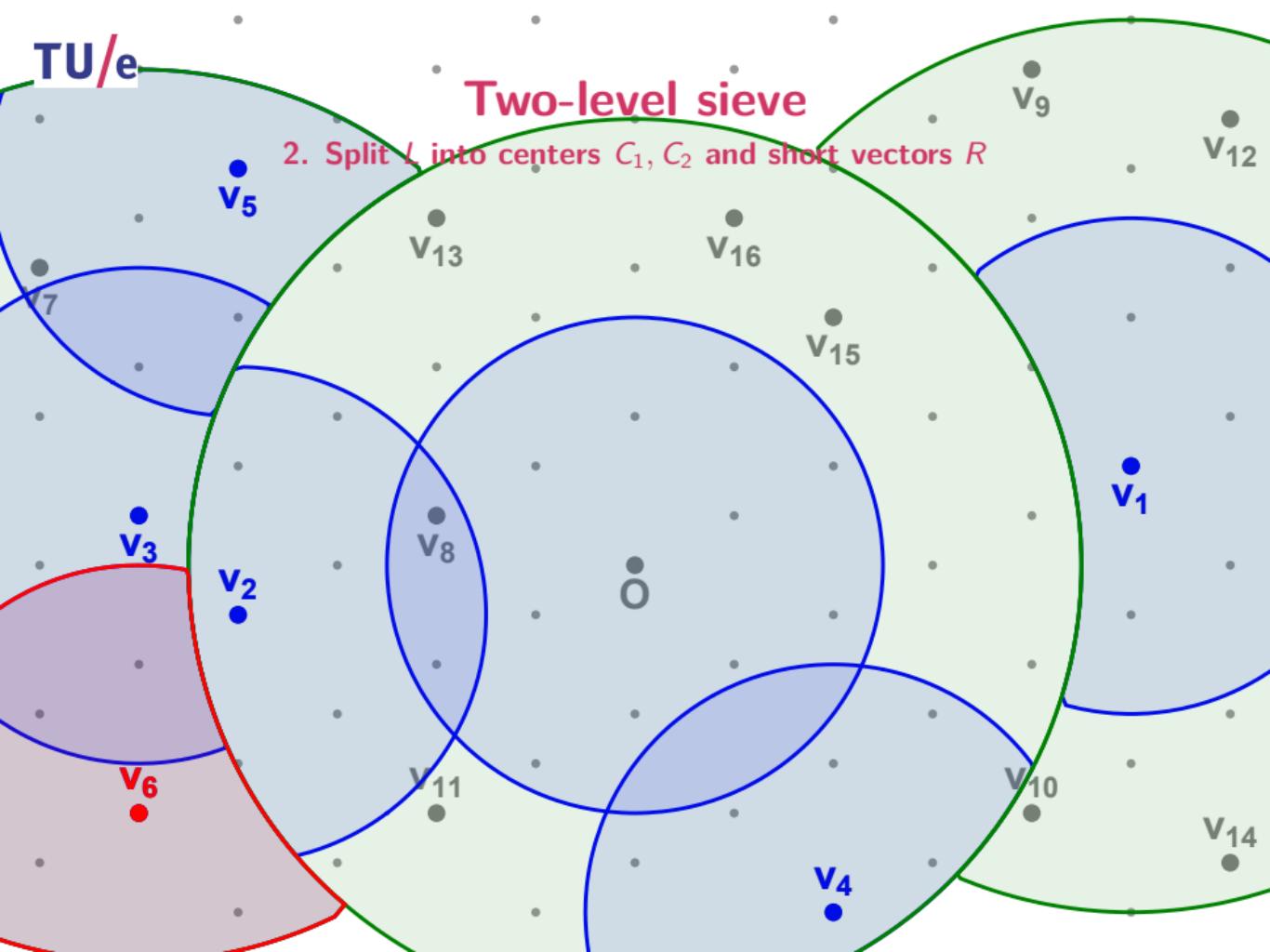
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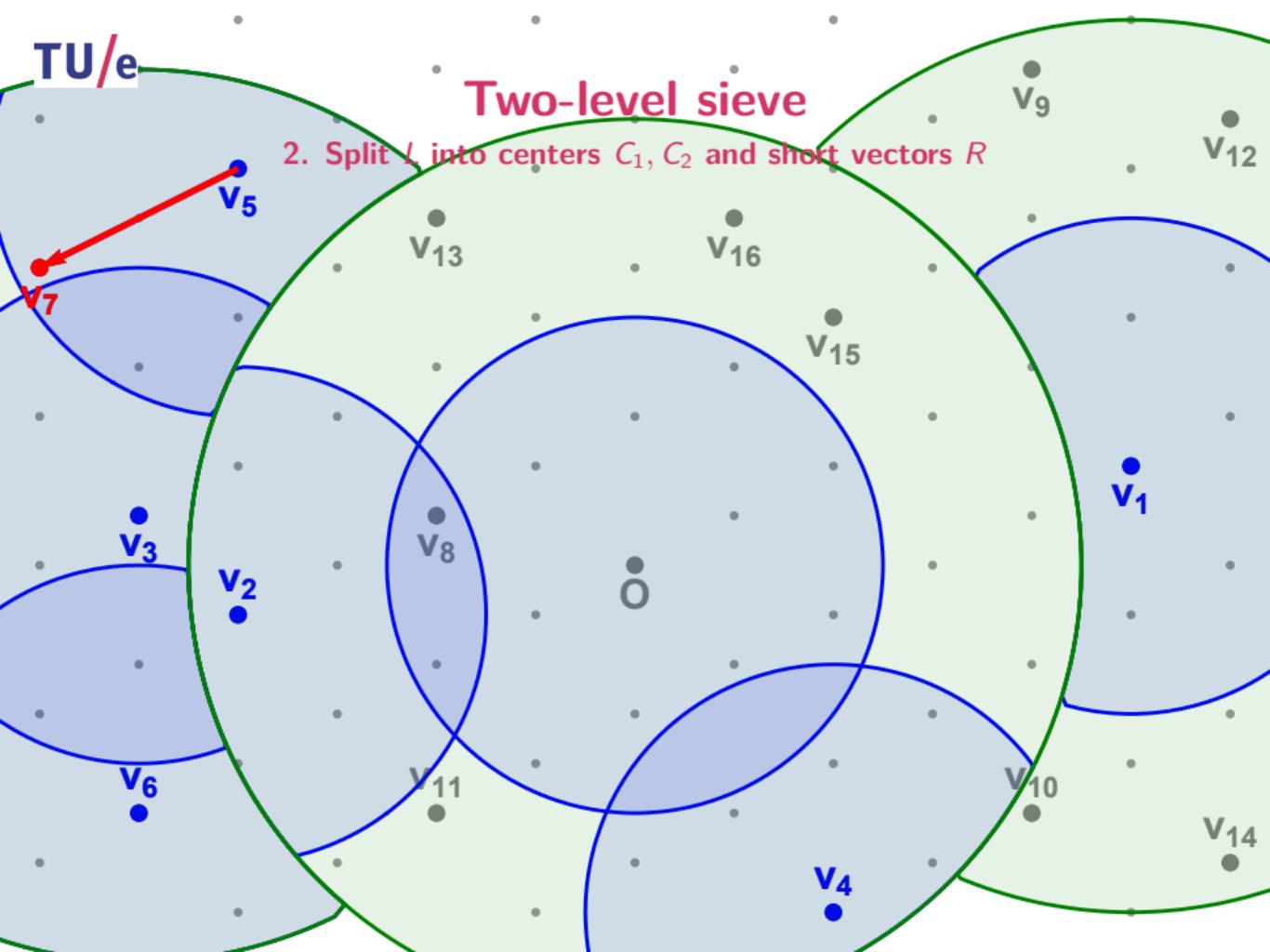
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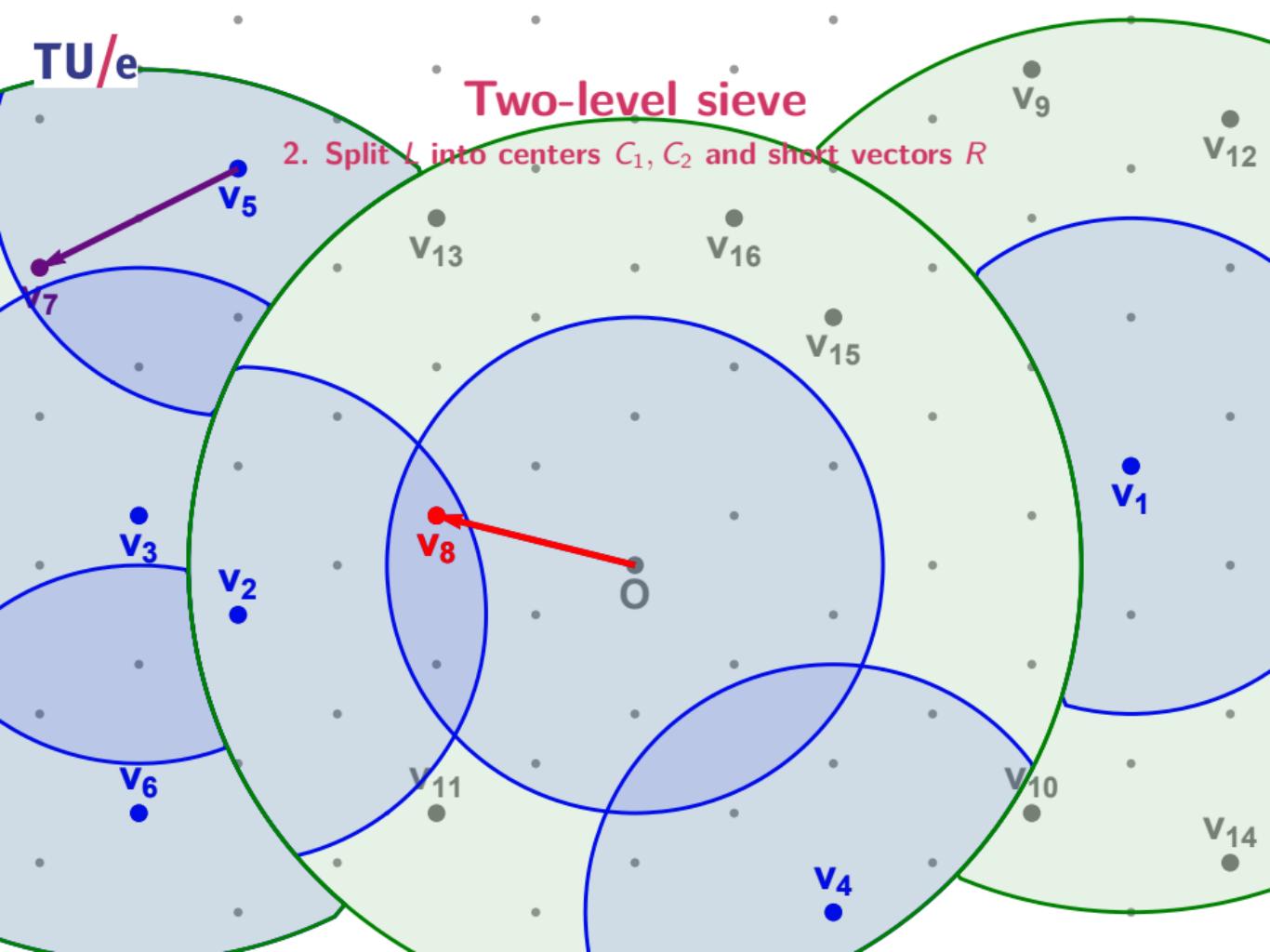
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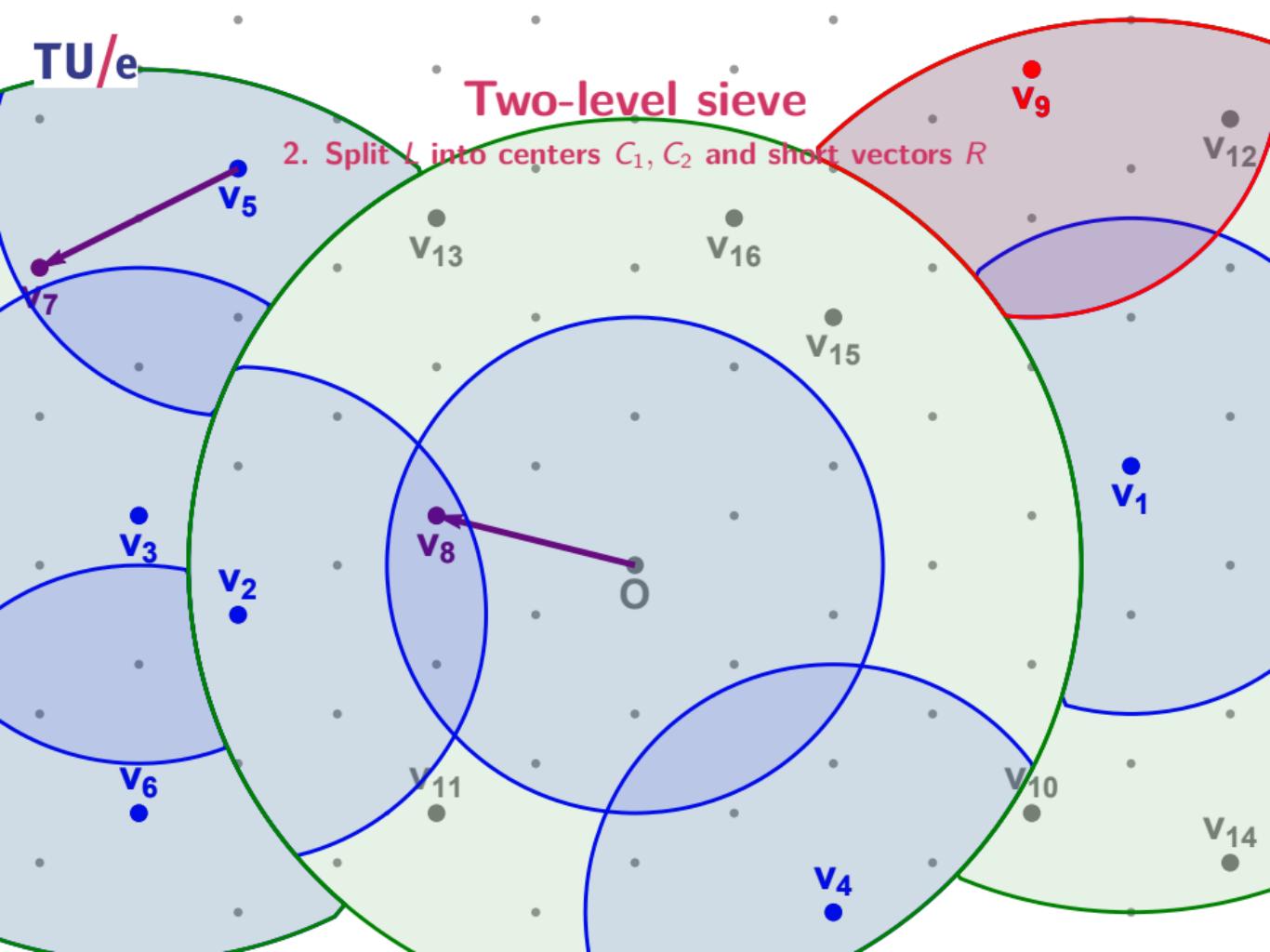
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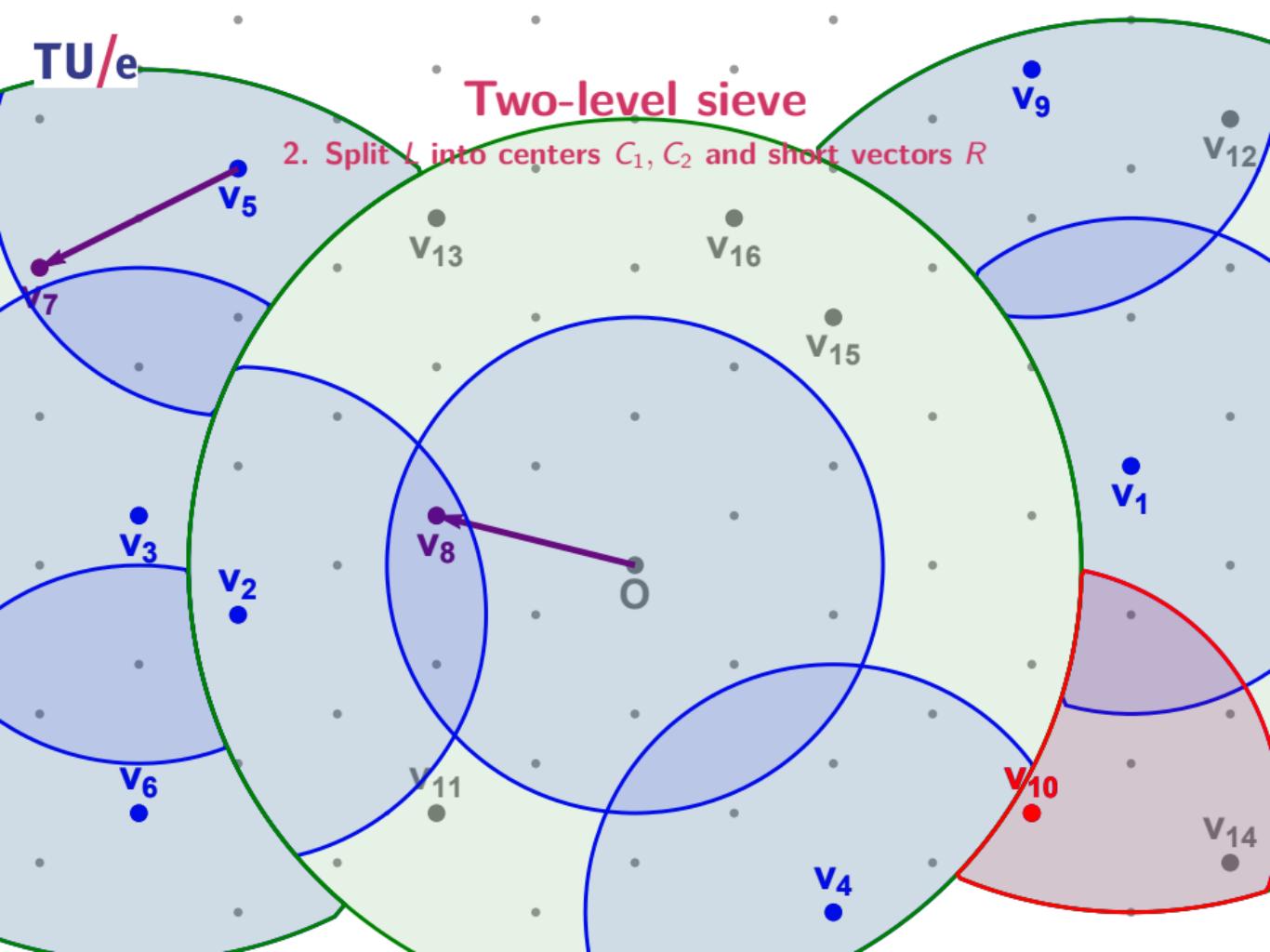
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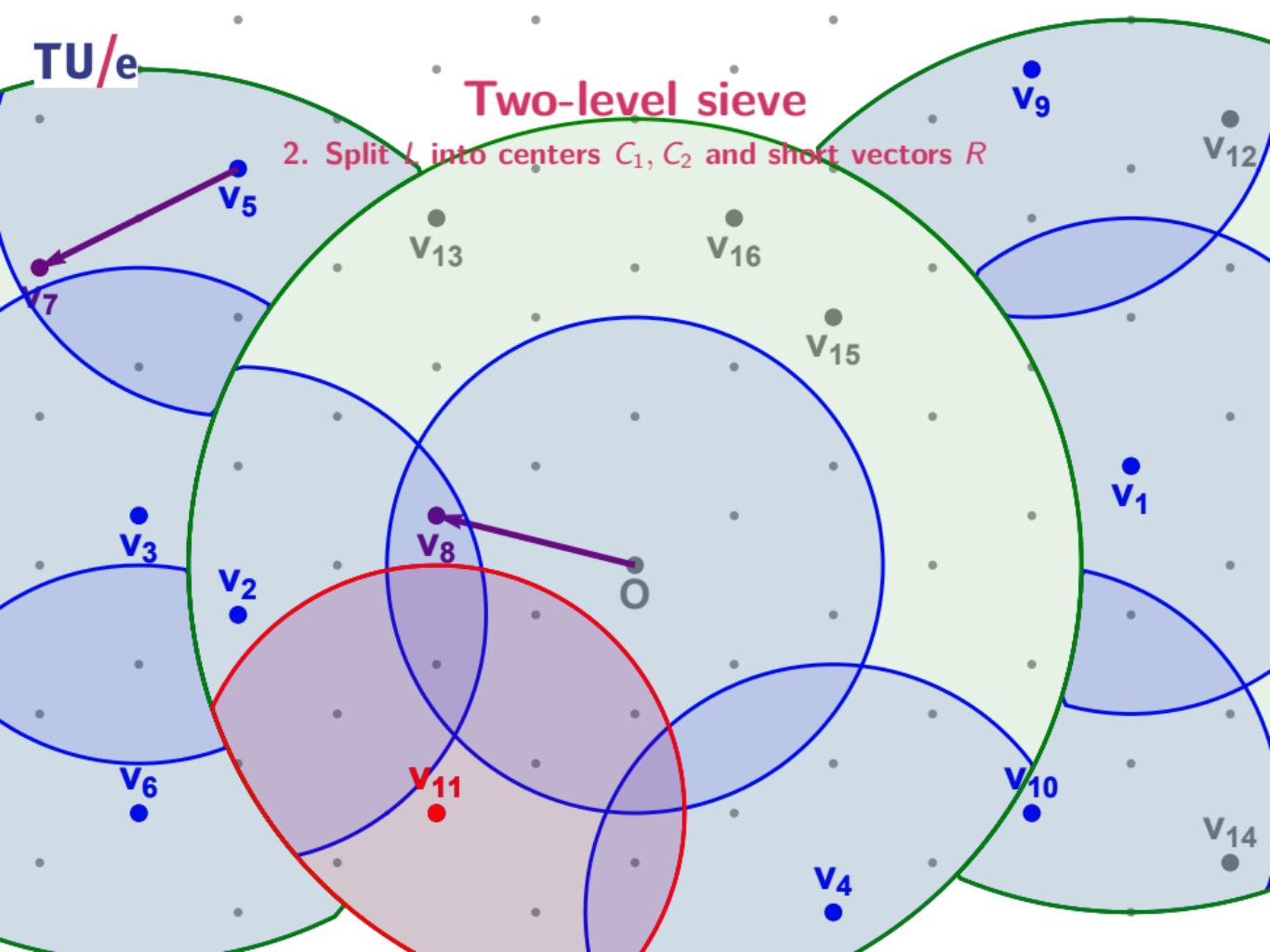
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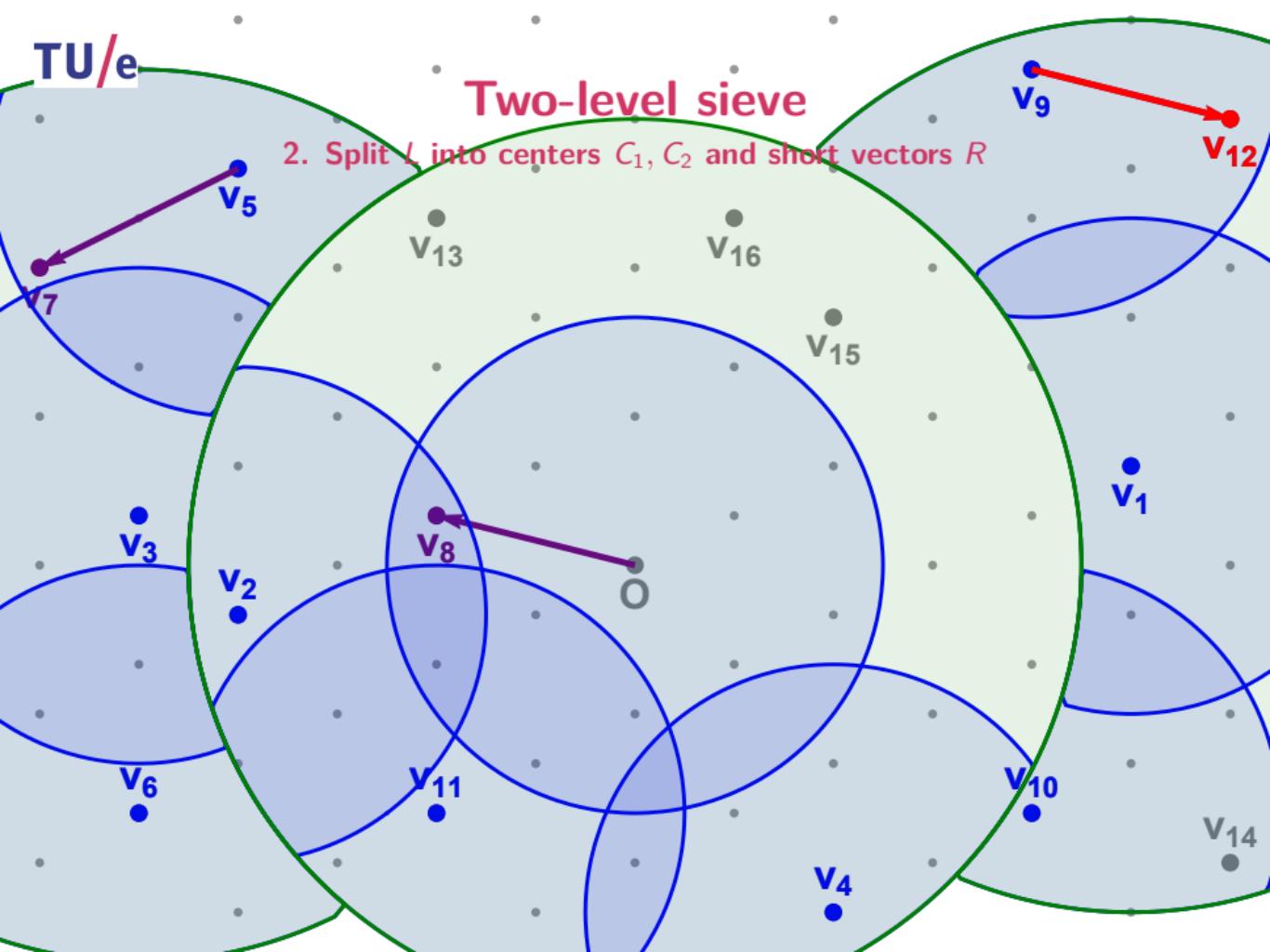
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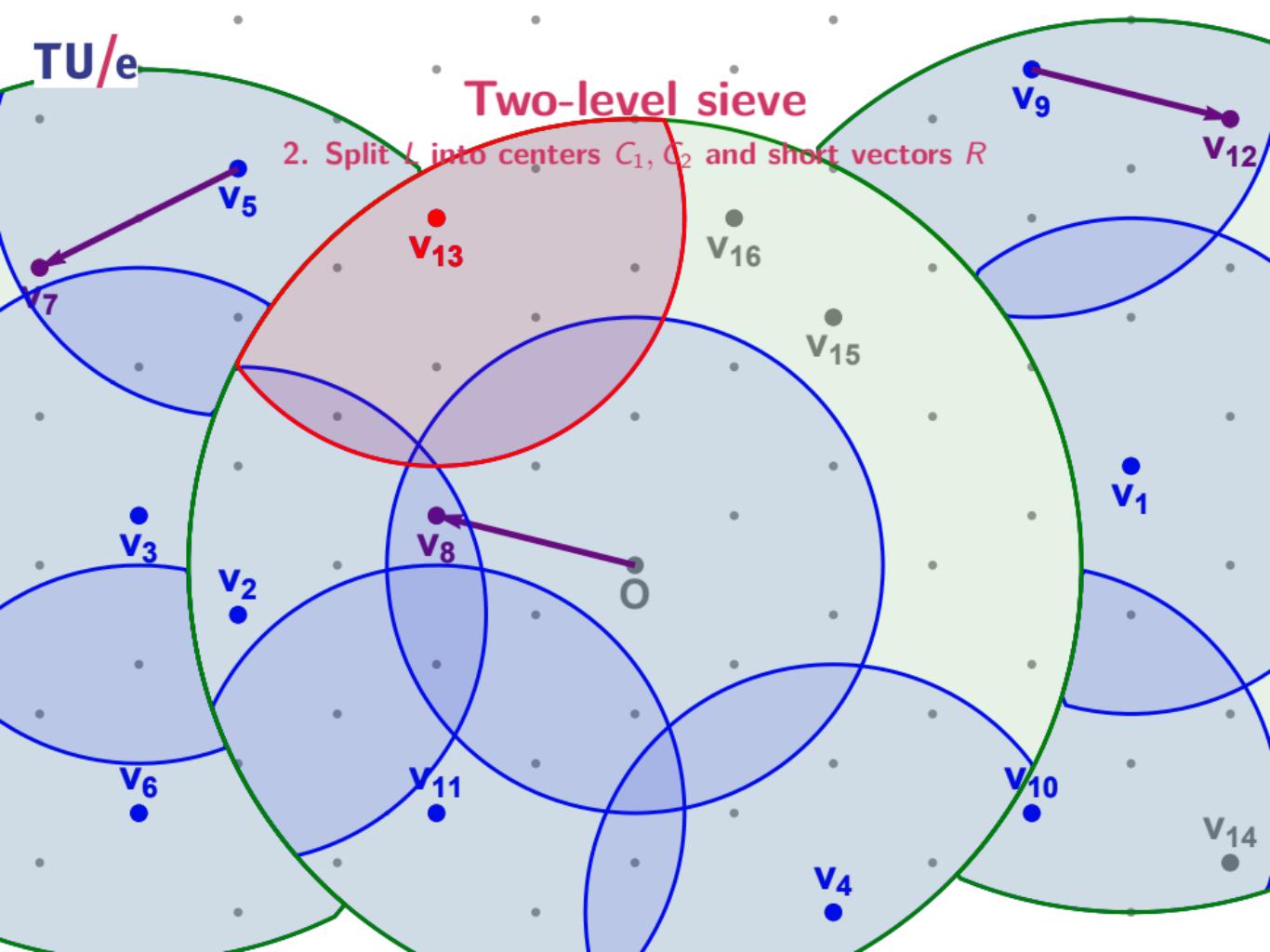
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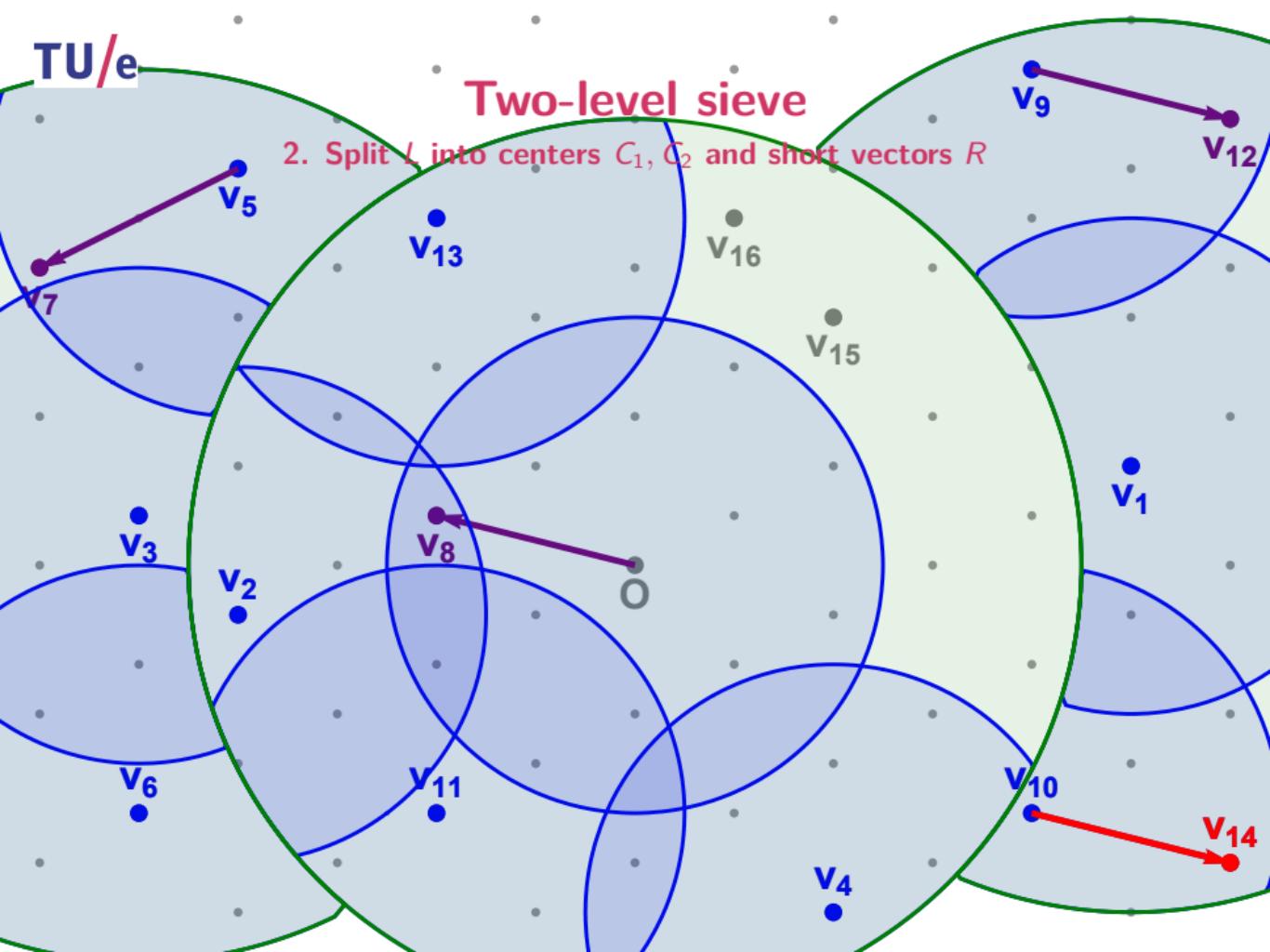
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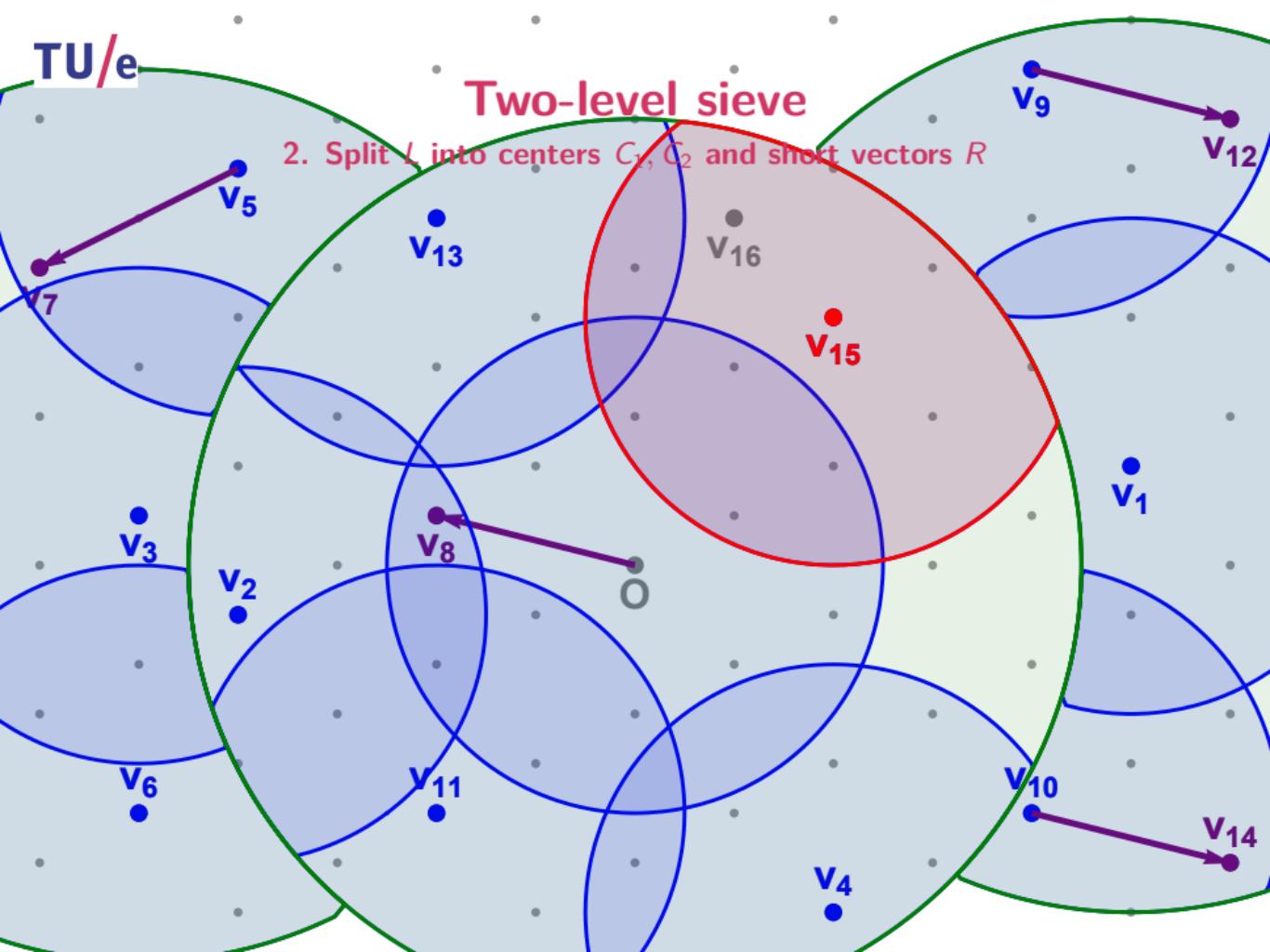
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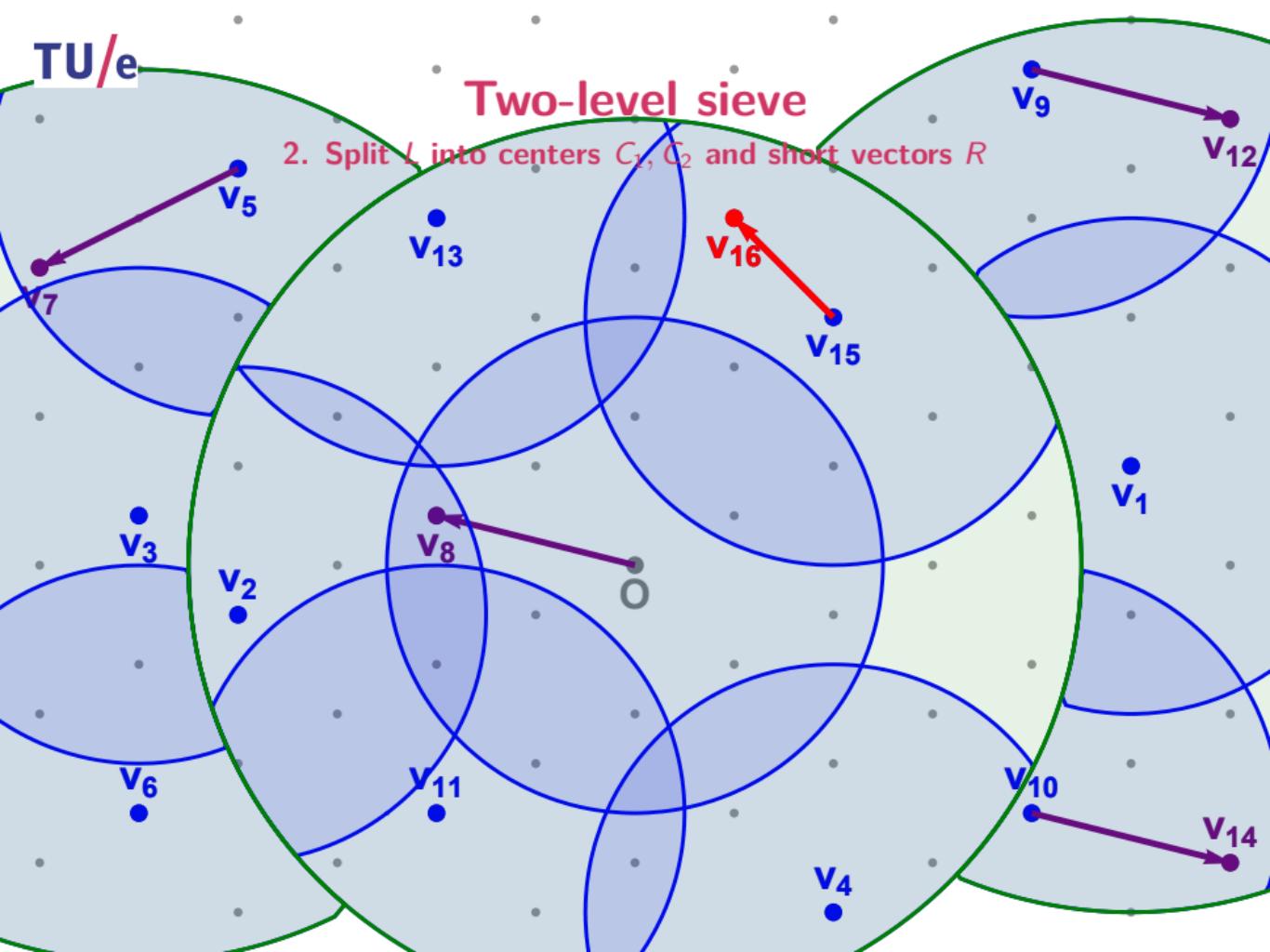
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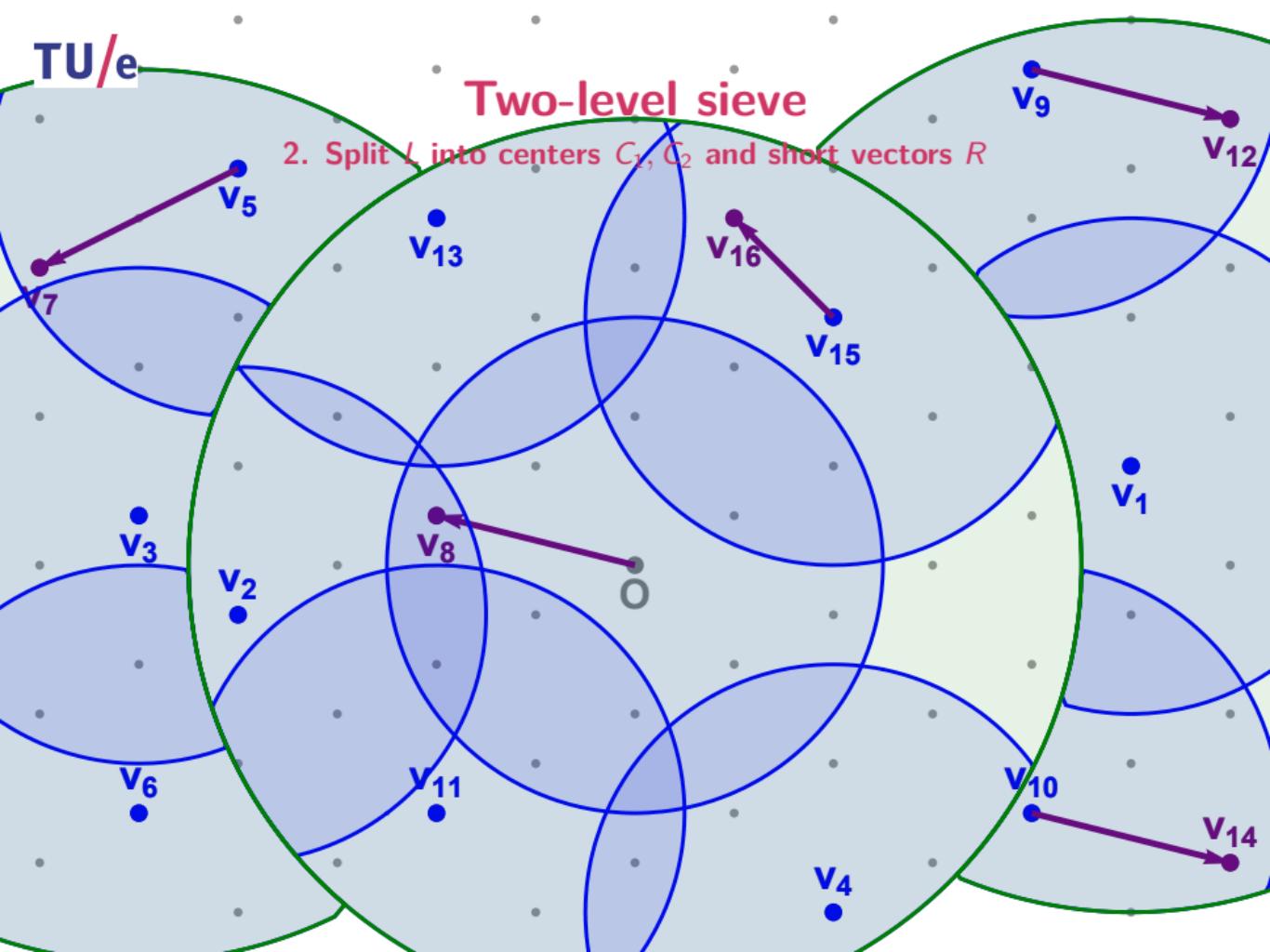
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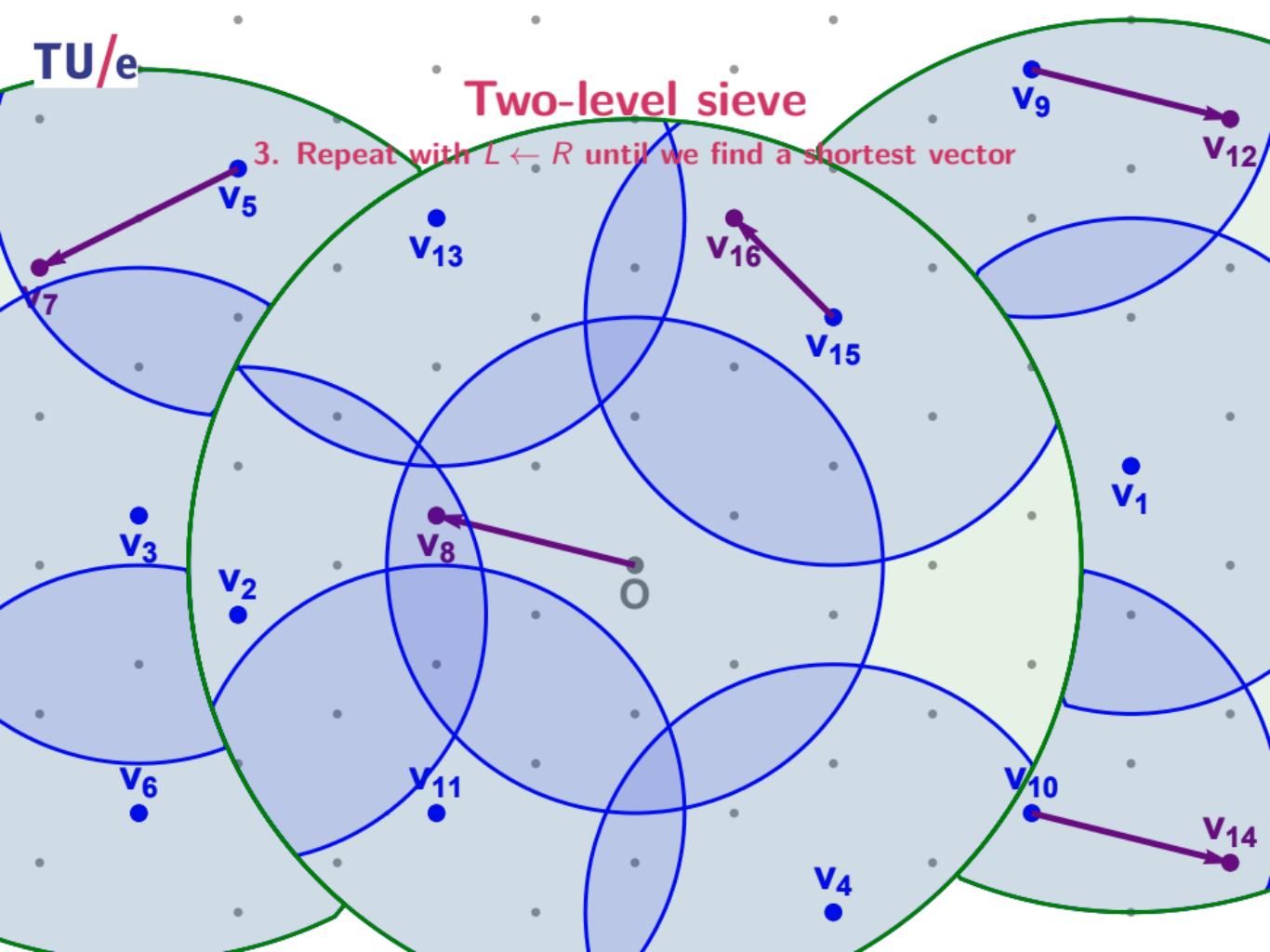
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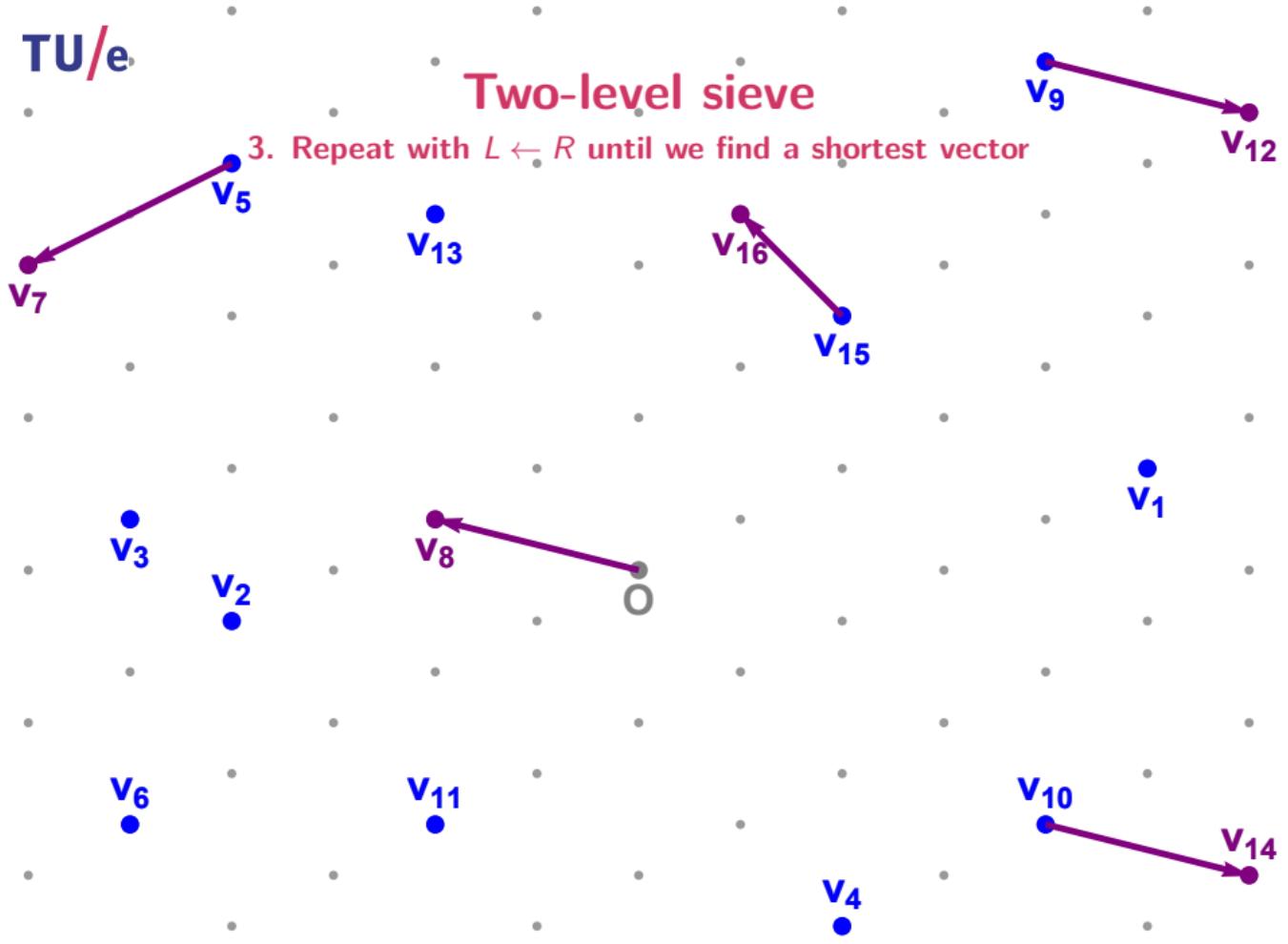
## Two-level sieve

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



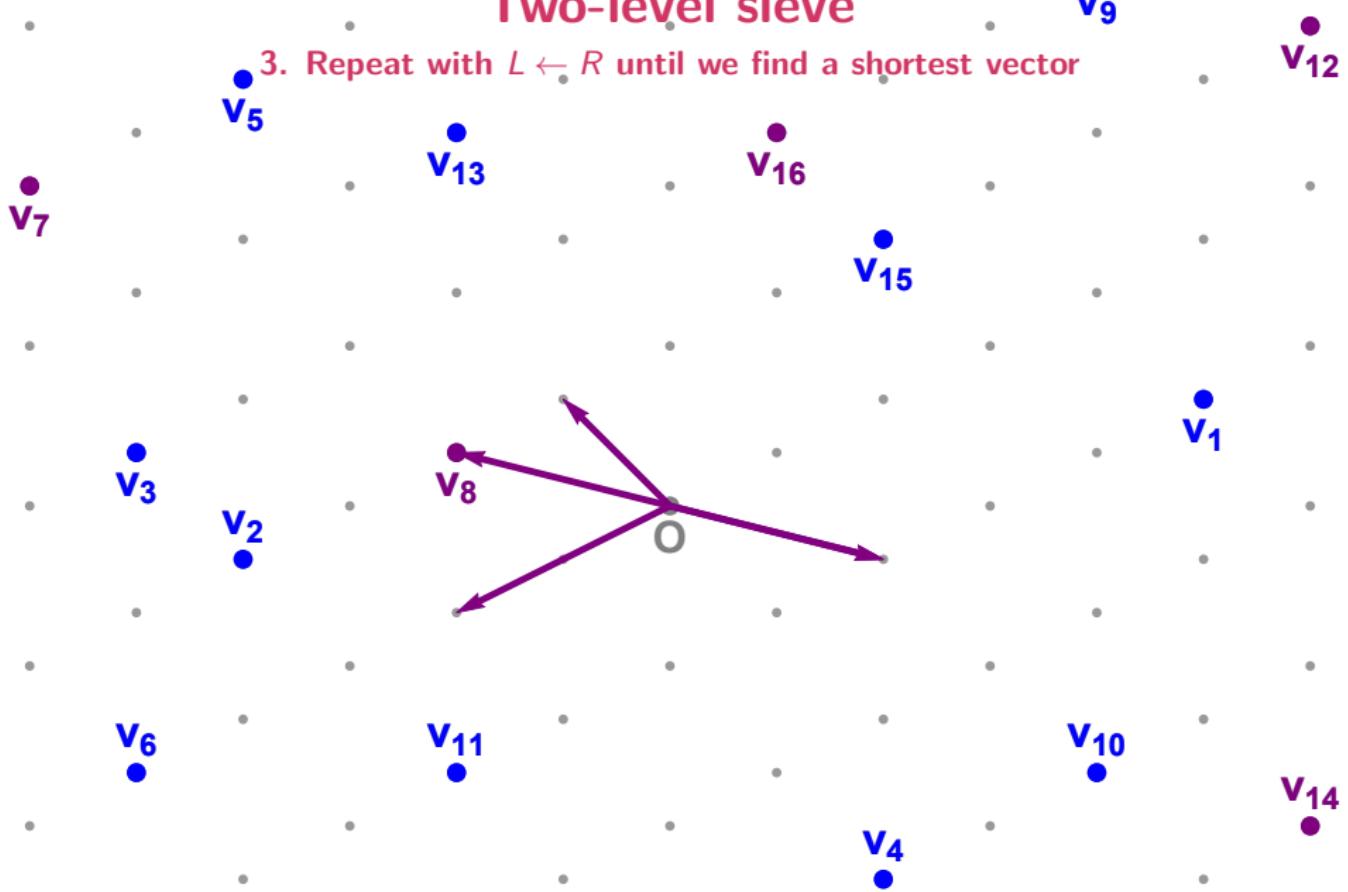
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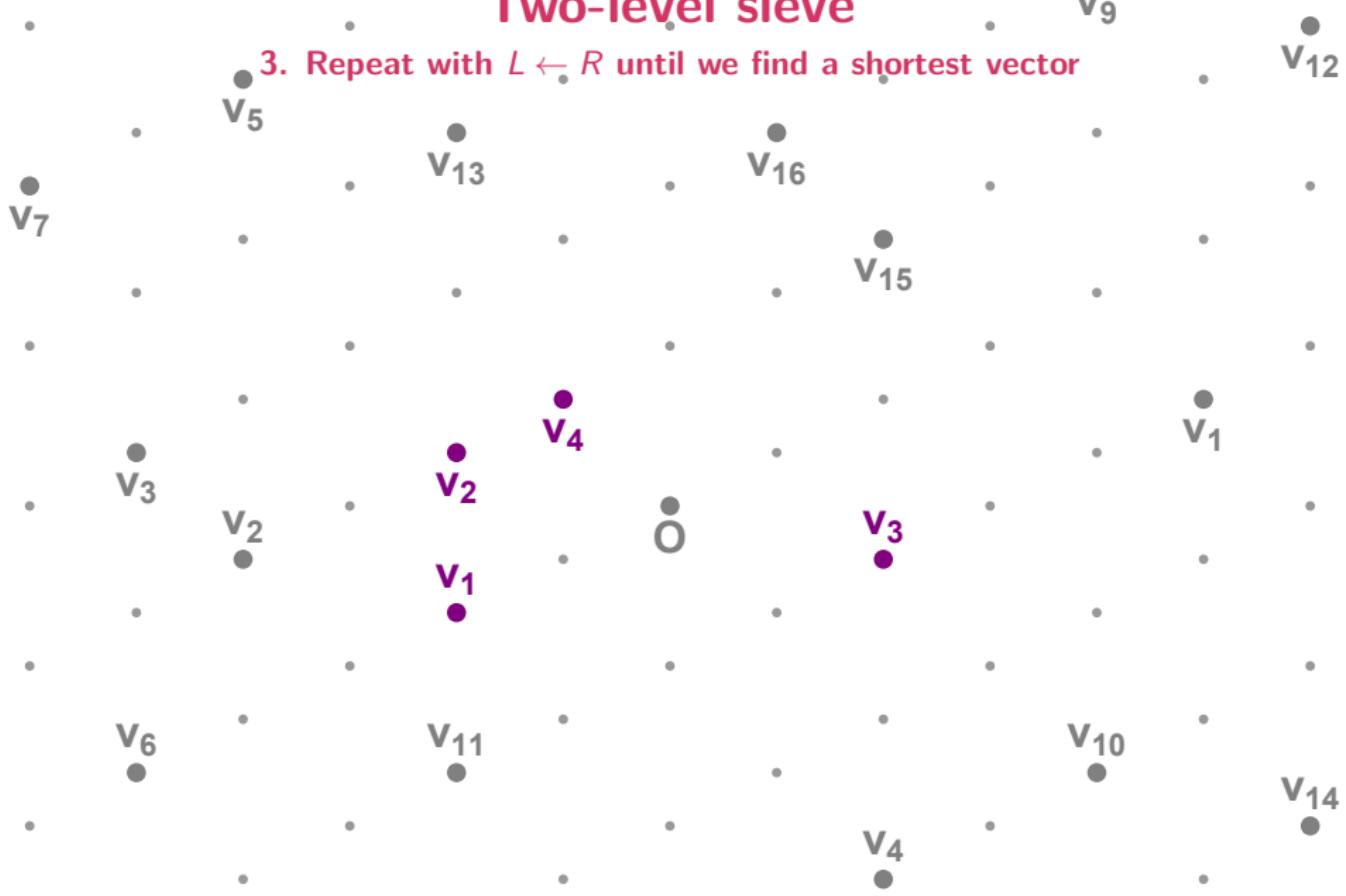
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# Multiple levels

## Overview



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

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



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

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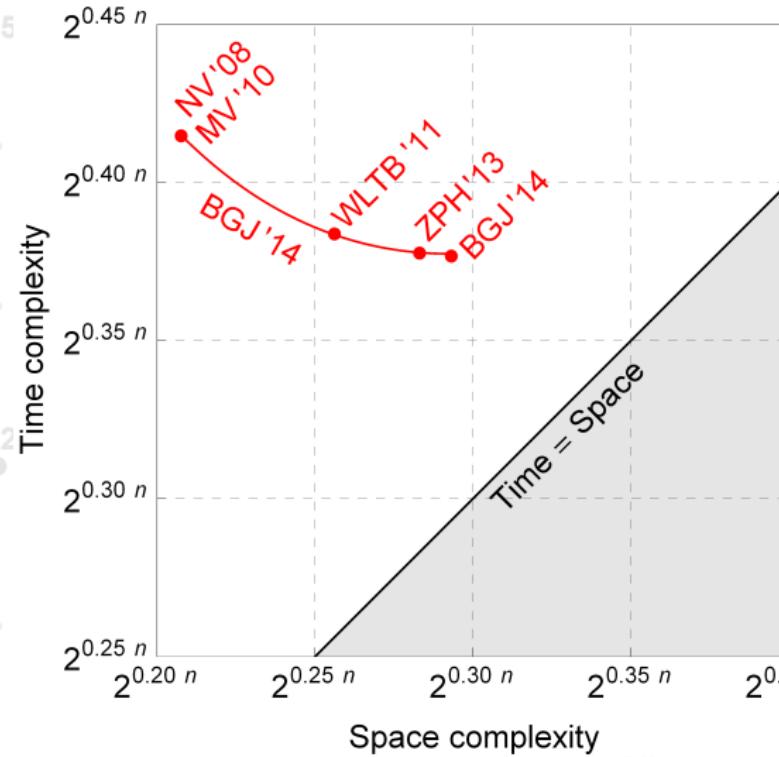
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Heuristic (Zhang et al., SAC'13)

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

# Sieving

Space/time trade-off



# Outline

## Lattices

### Enumeration algorithms

- Fincke-Pohst enumeration

- Kannan enumeration

- Pruning the enumeration tree

### The Voronoi cell algorithm

### Sieving algorithms

- Nguyen-Vidick sieve

- Multiple levels

### Sieving using locality-sensitive hashing

- Nguyen-Vidick sieve

# 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

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*“Unfortunately, the estimated improvement is too small to outweigh the increase of the constants for dimensions of practical interest. [...] We implemented the LSH algorithm of Datar et al. and found that it performed only marginally better than the naive algorithm for dimensions higher than 50.”*

– Nguyen and Vidick, J. Math. Crypt. ’08

# Nguyen-Vidick sieve with LSH

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



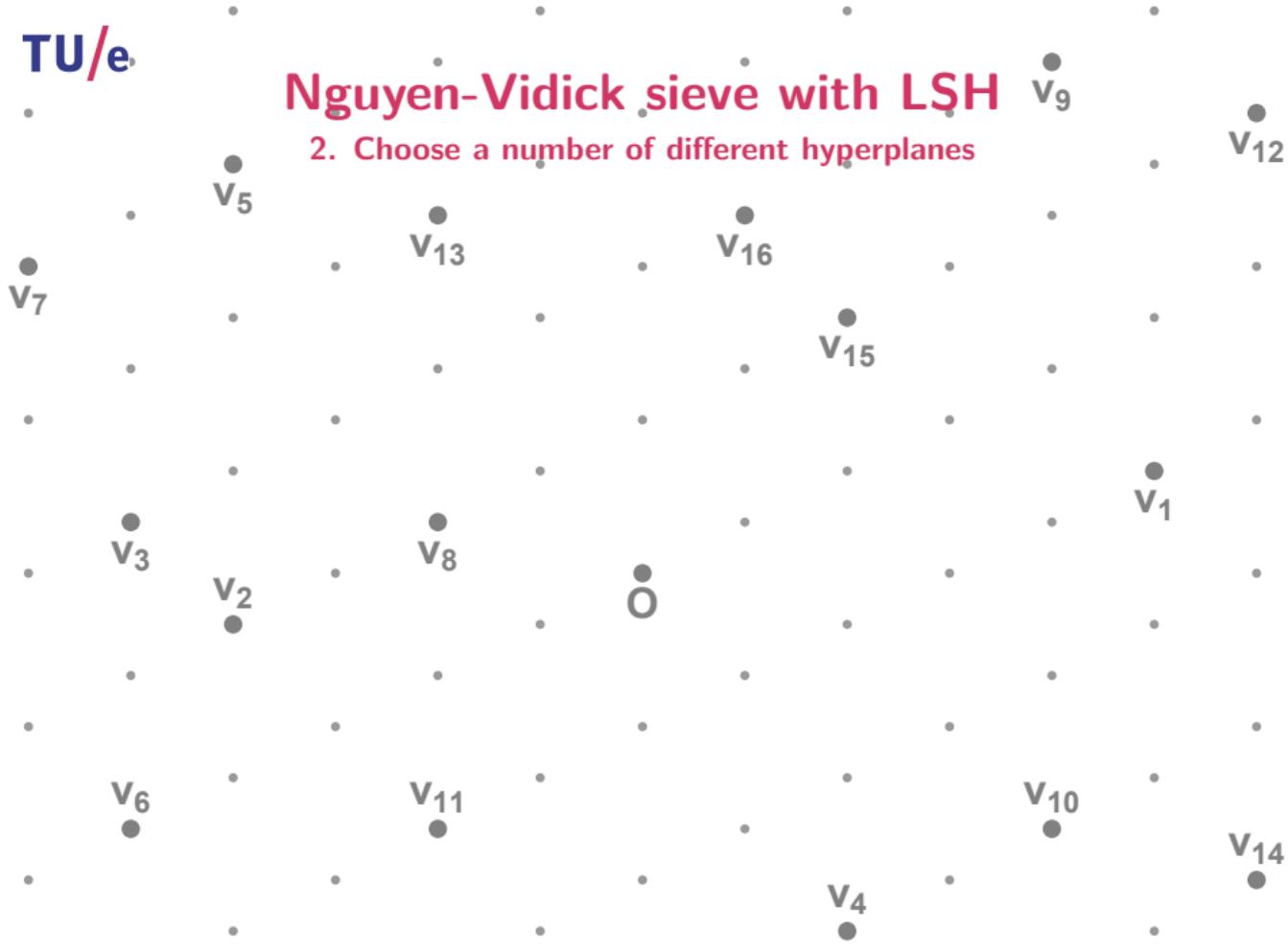
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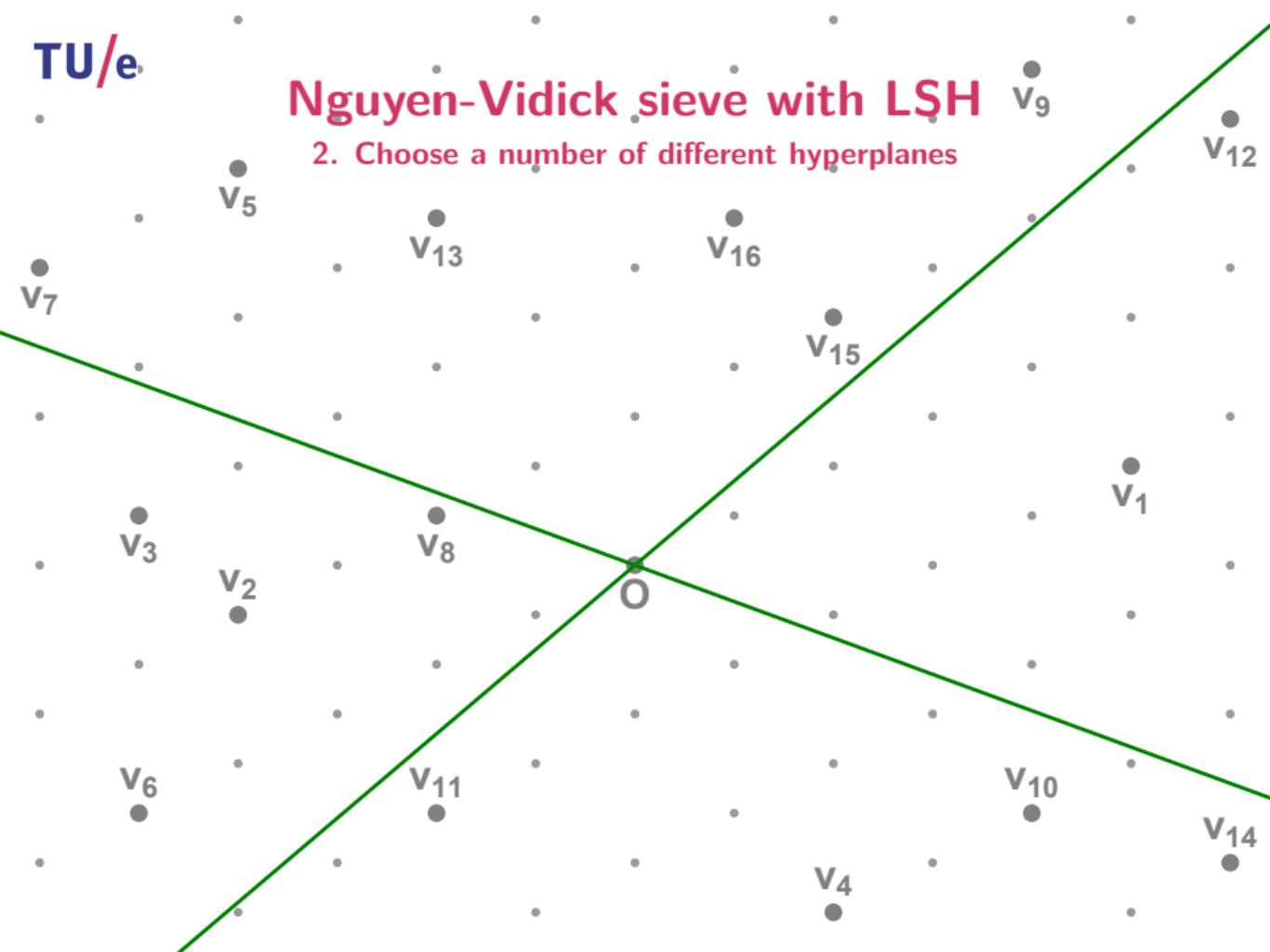
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2. Choose a number of different hyperplanes



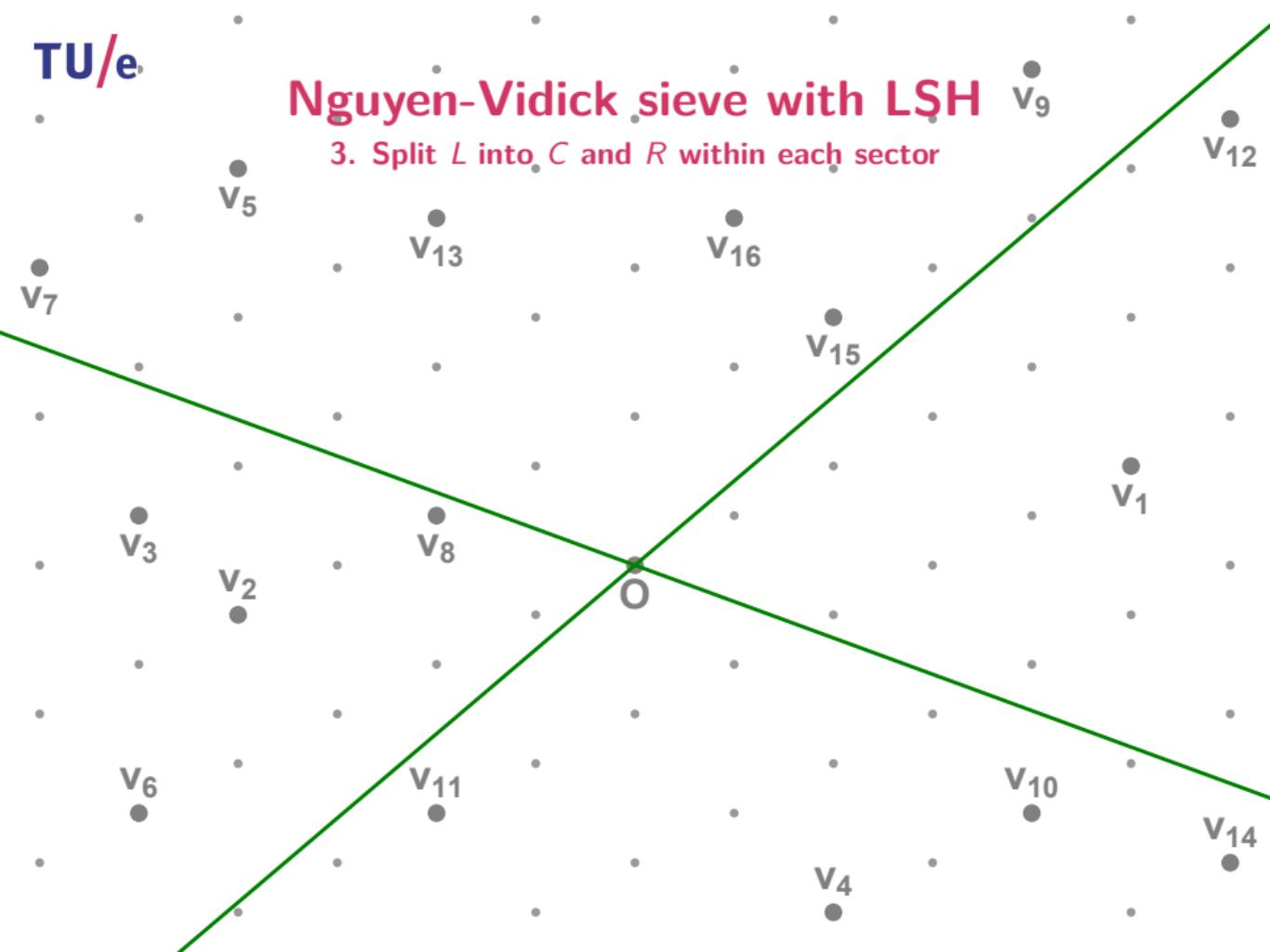
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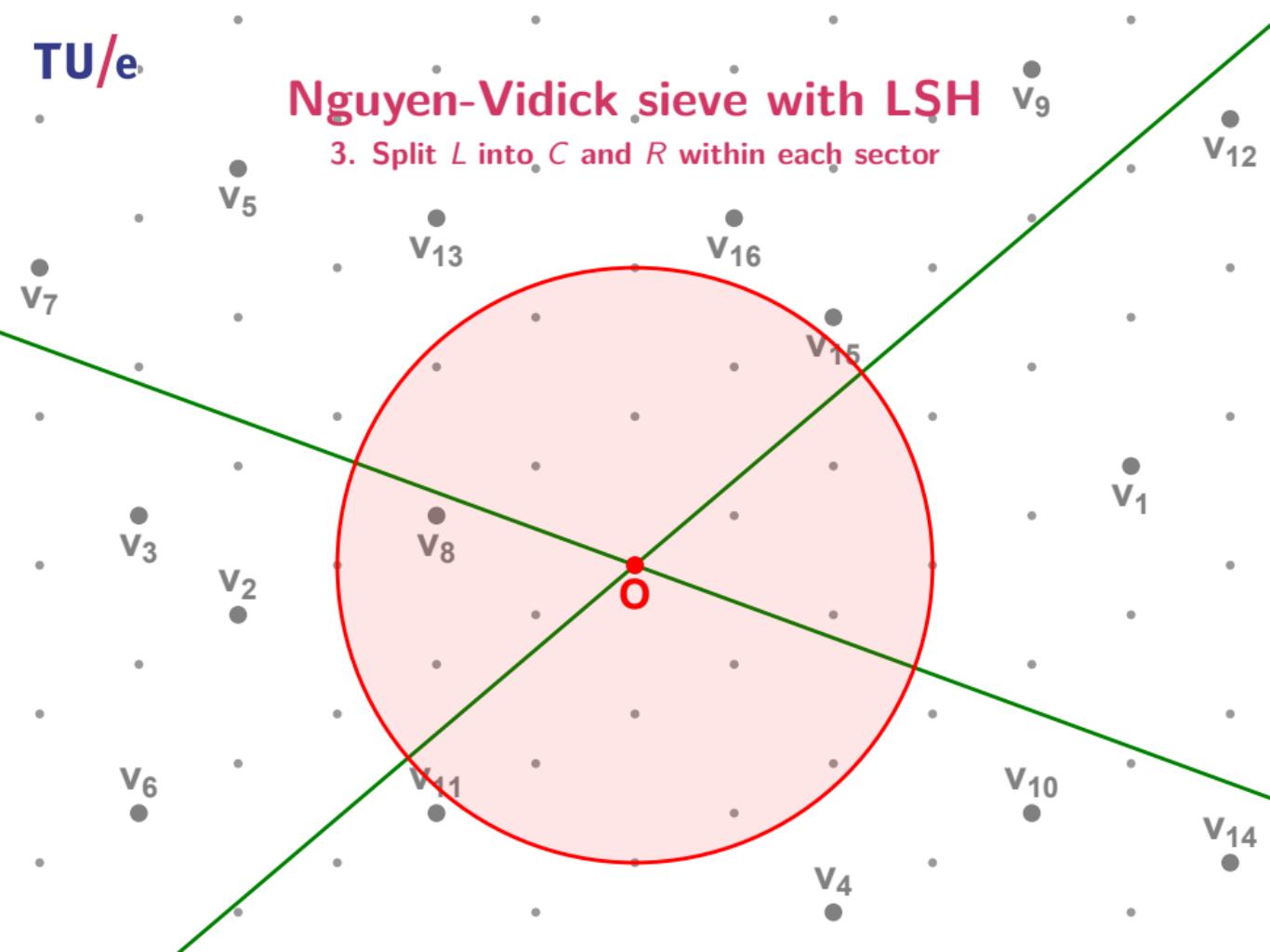
# Nguyen-Vidick sieve with LSH

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



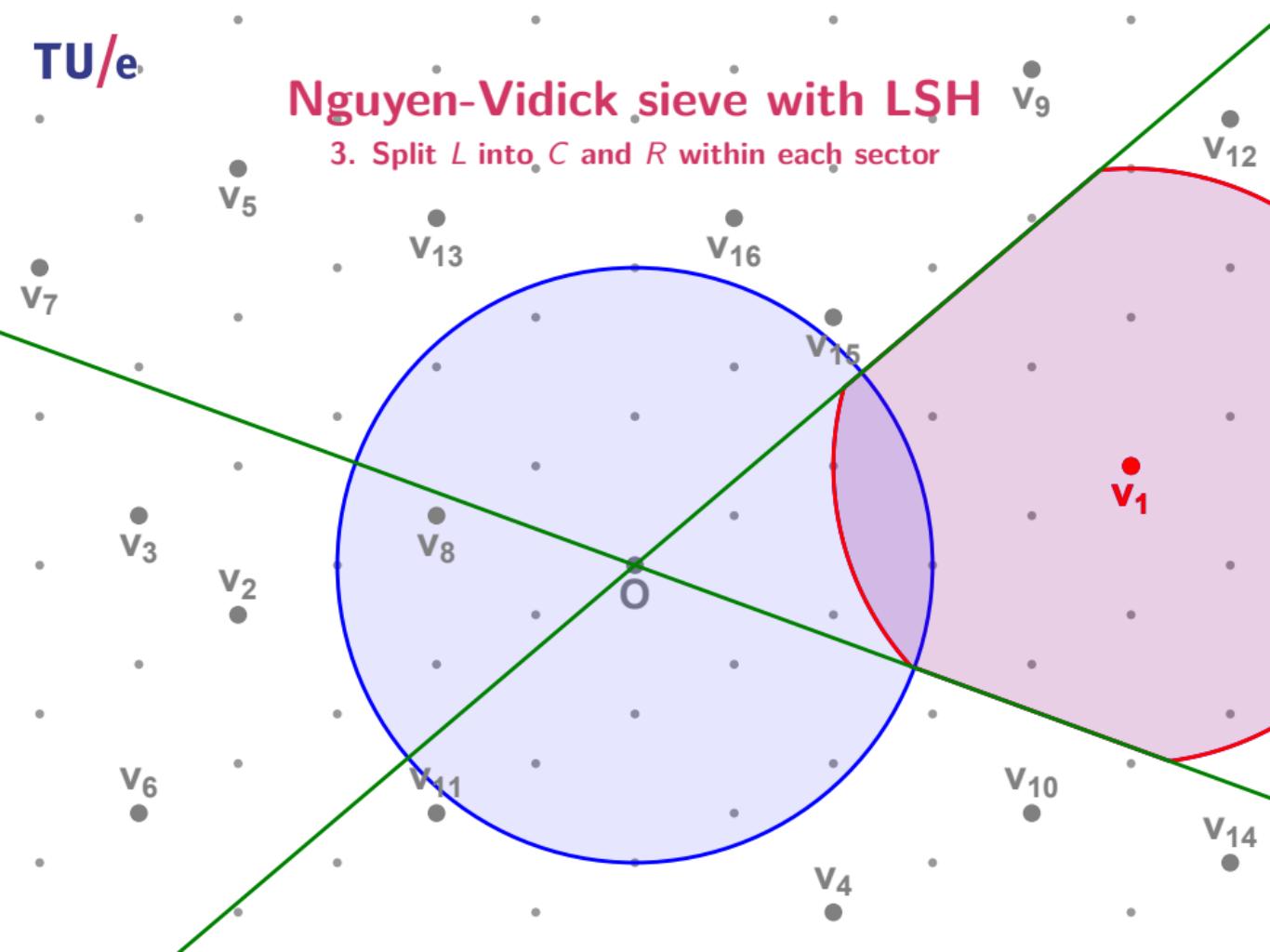
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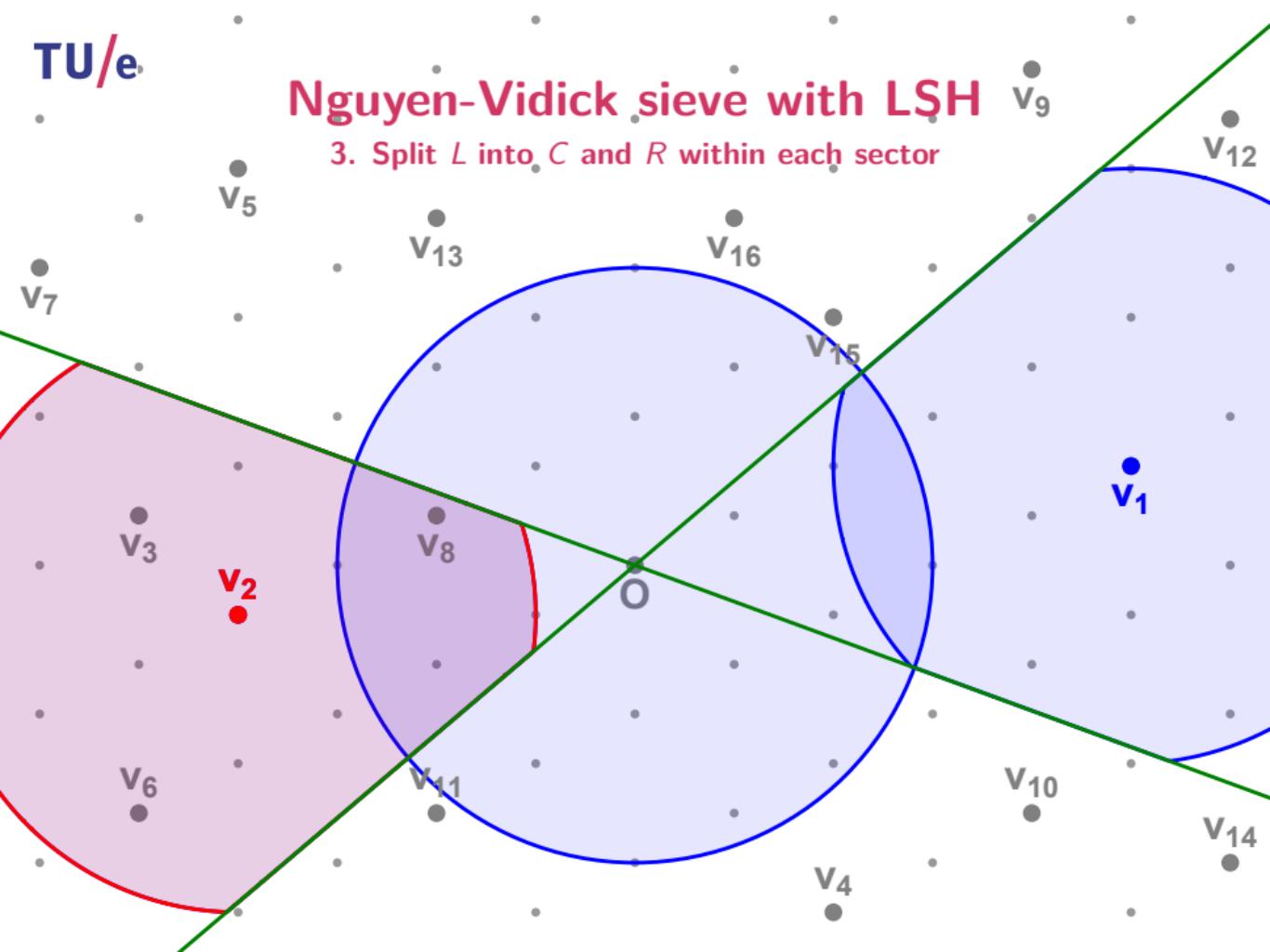
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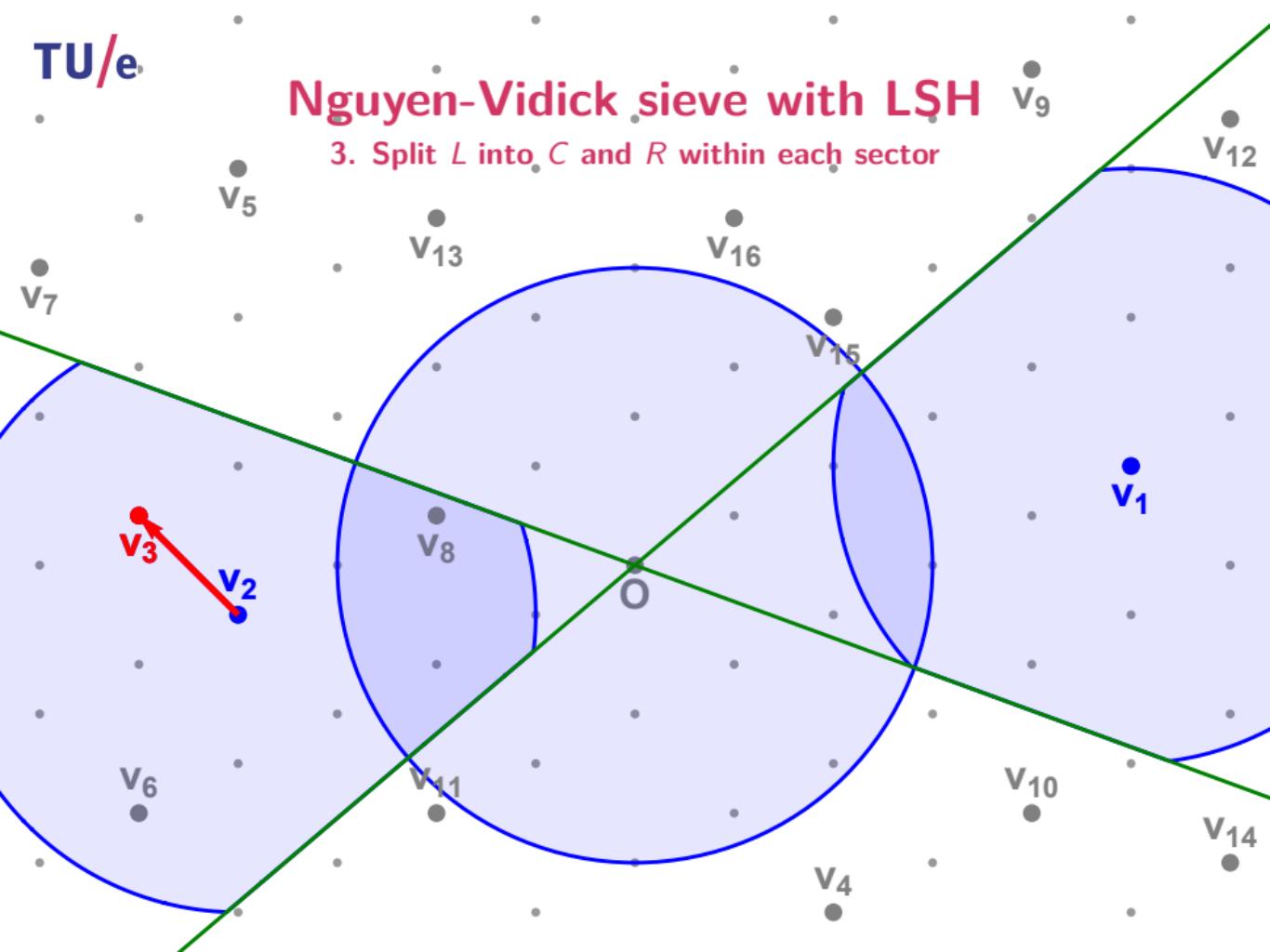
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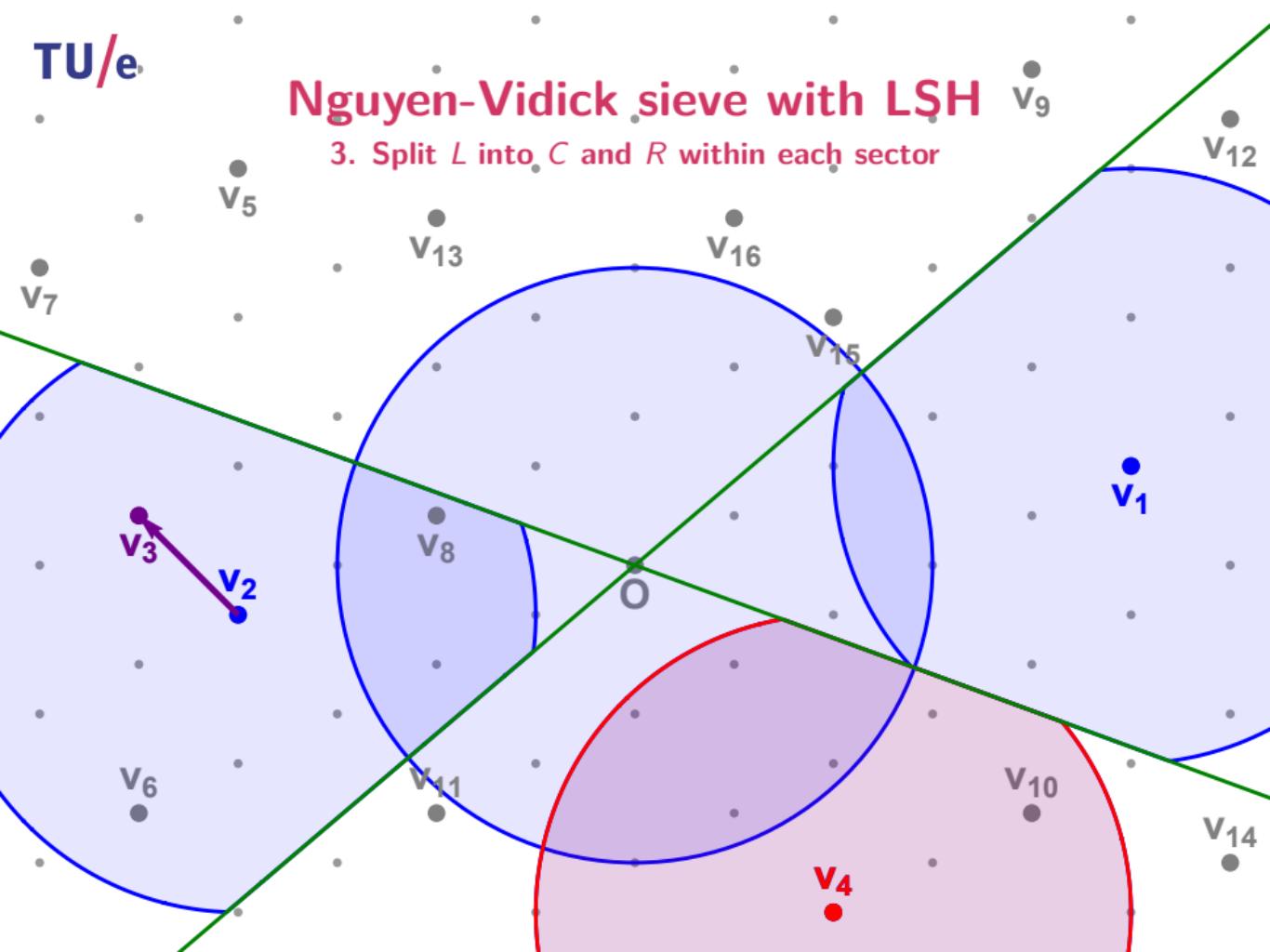
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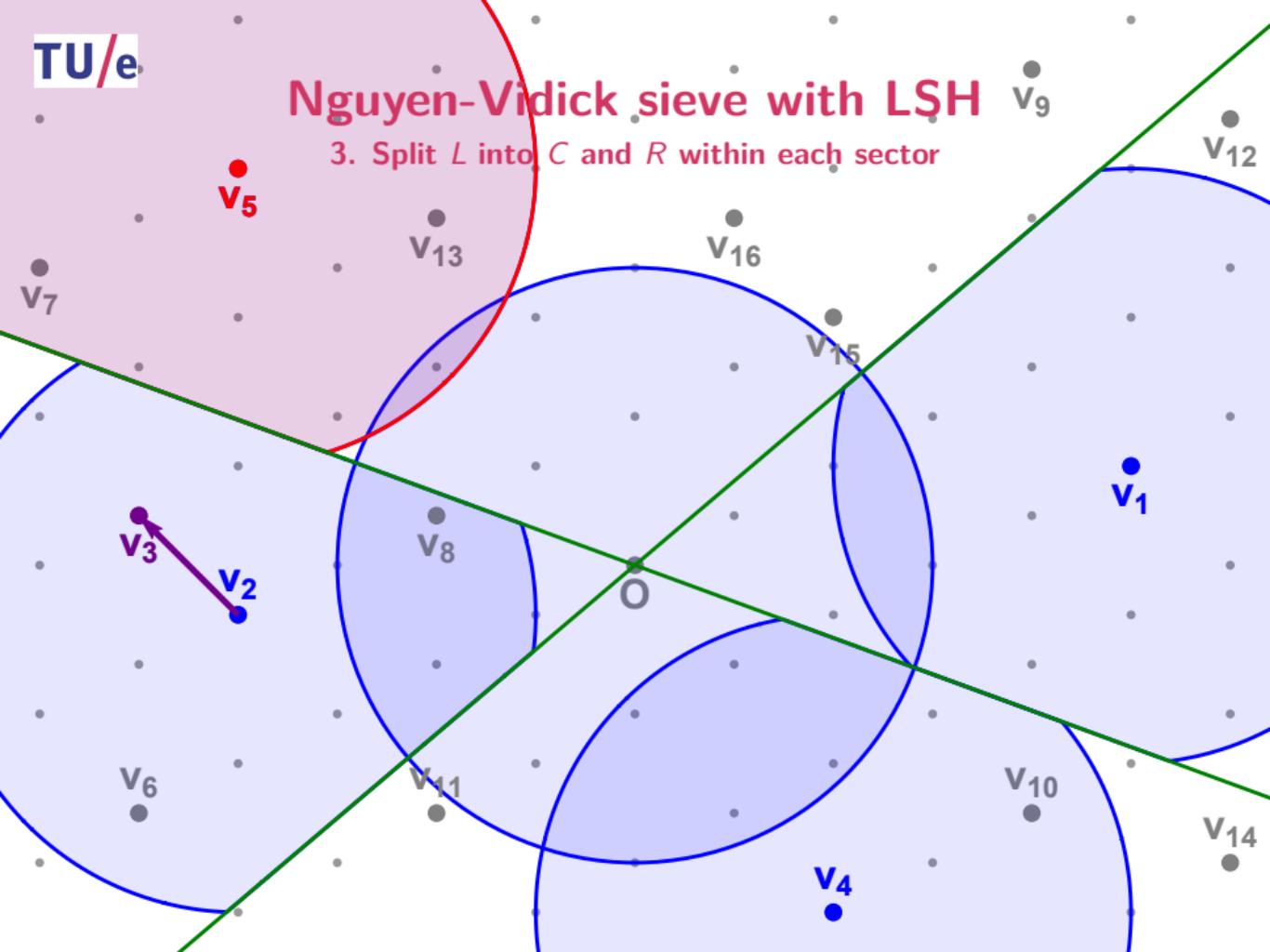
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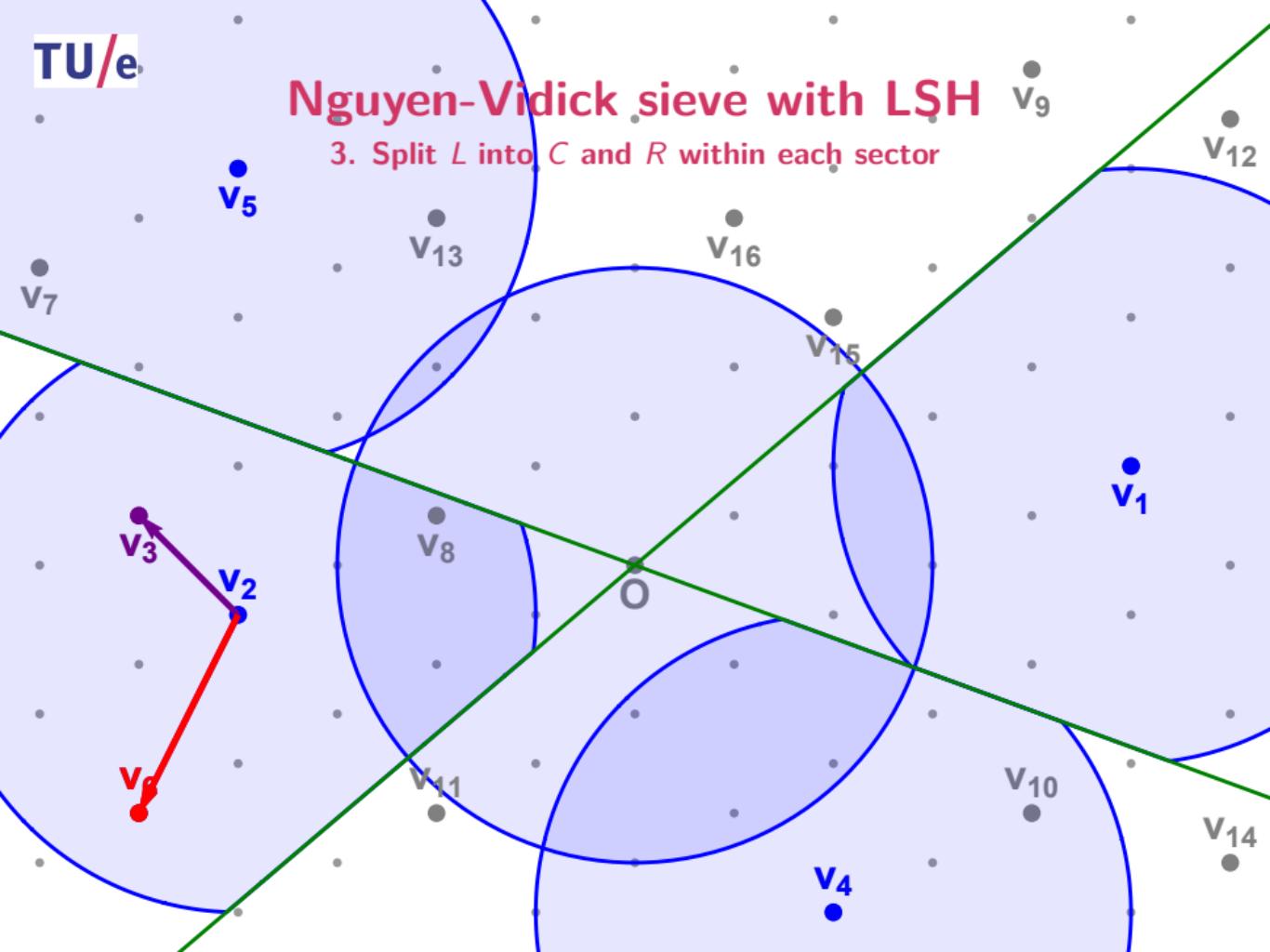
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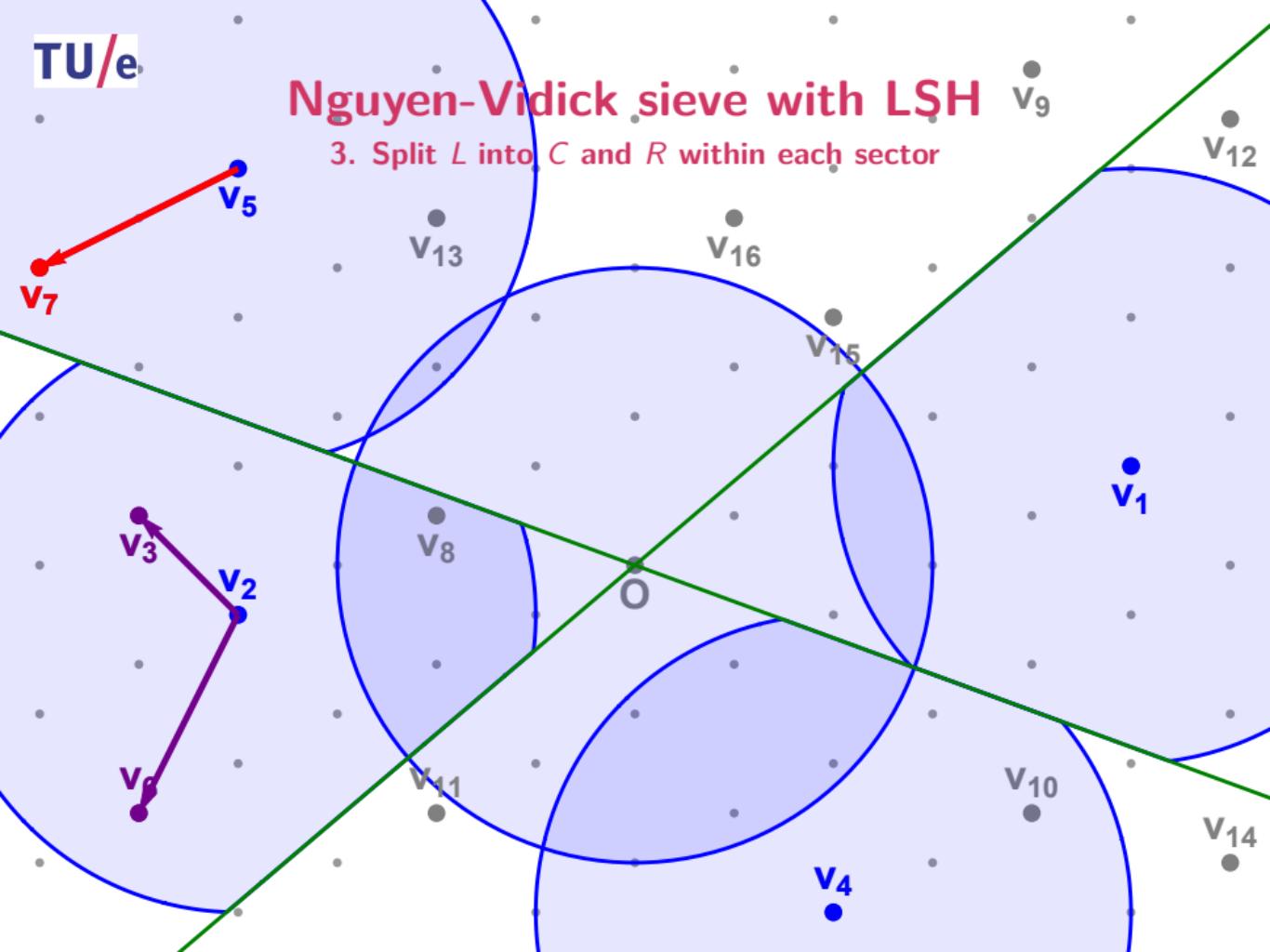
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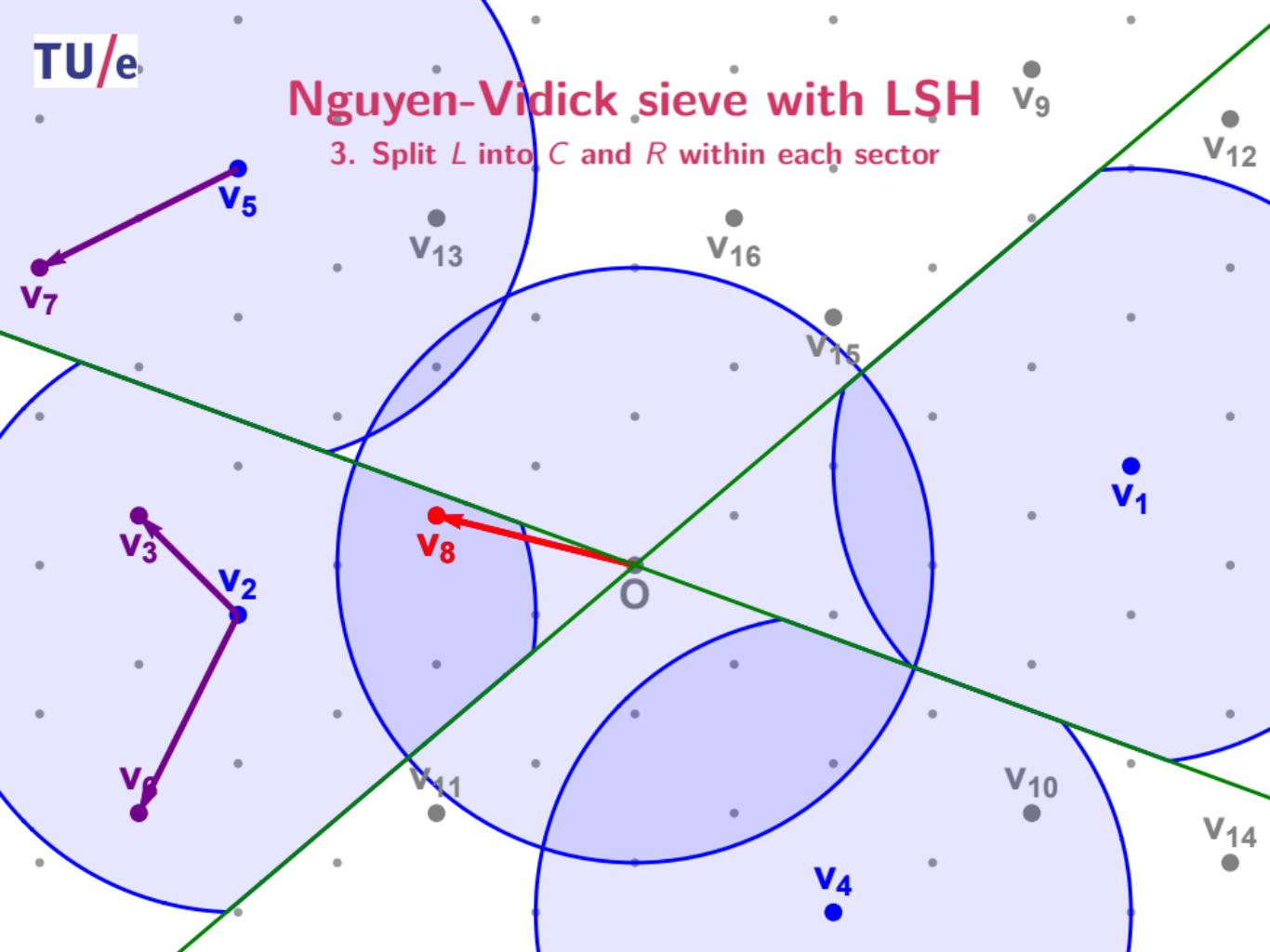
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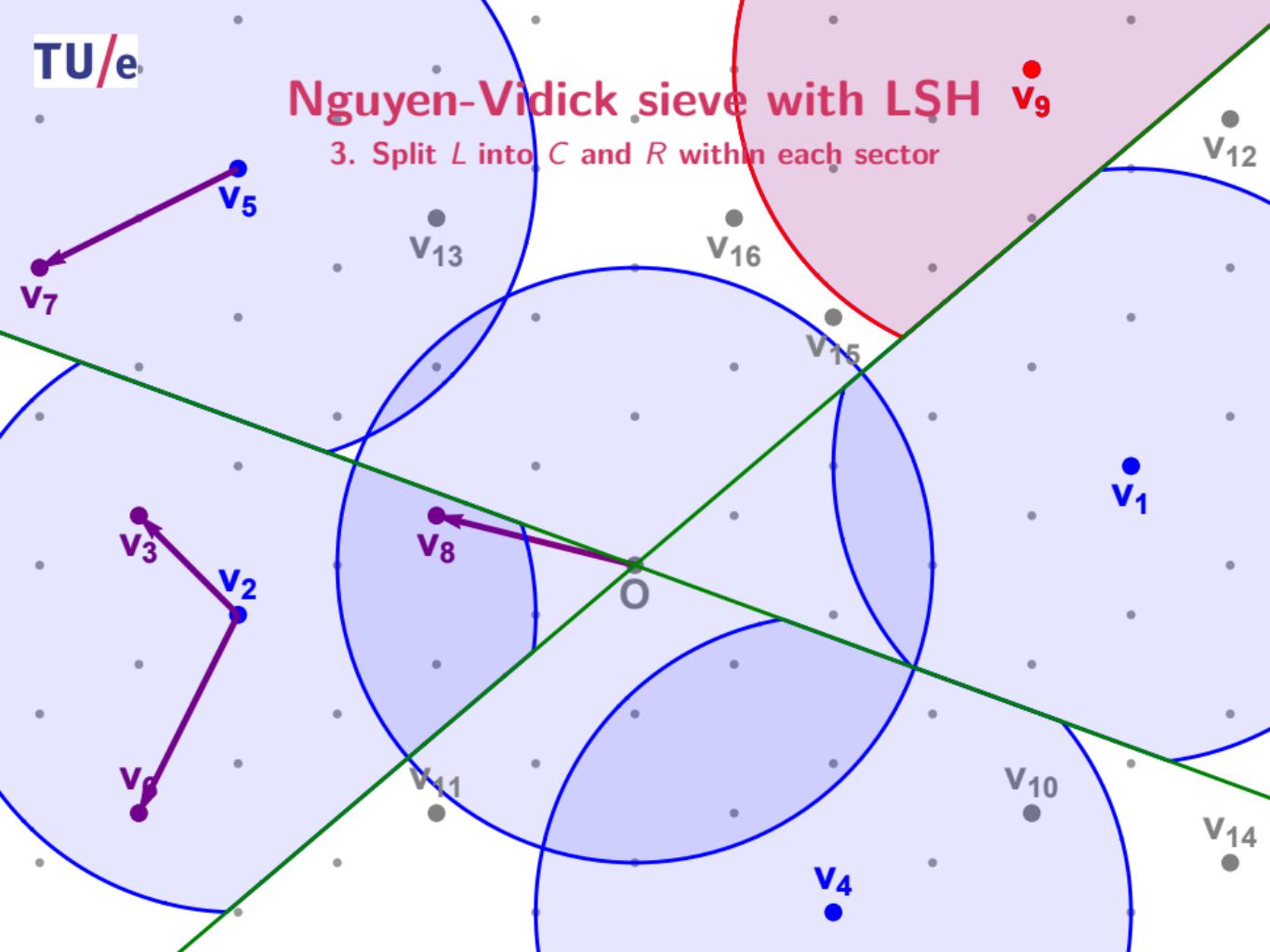
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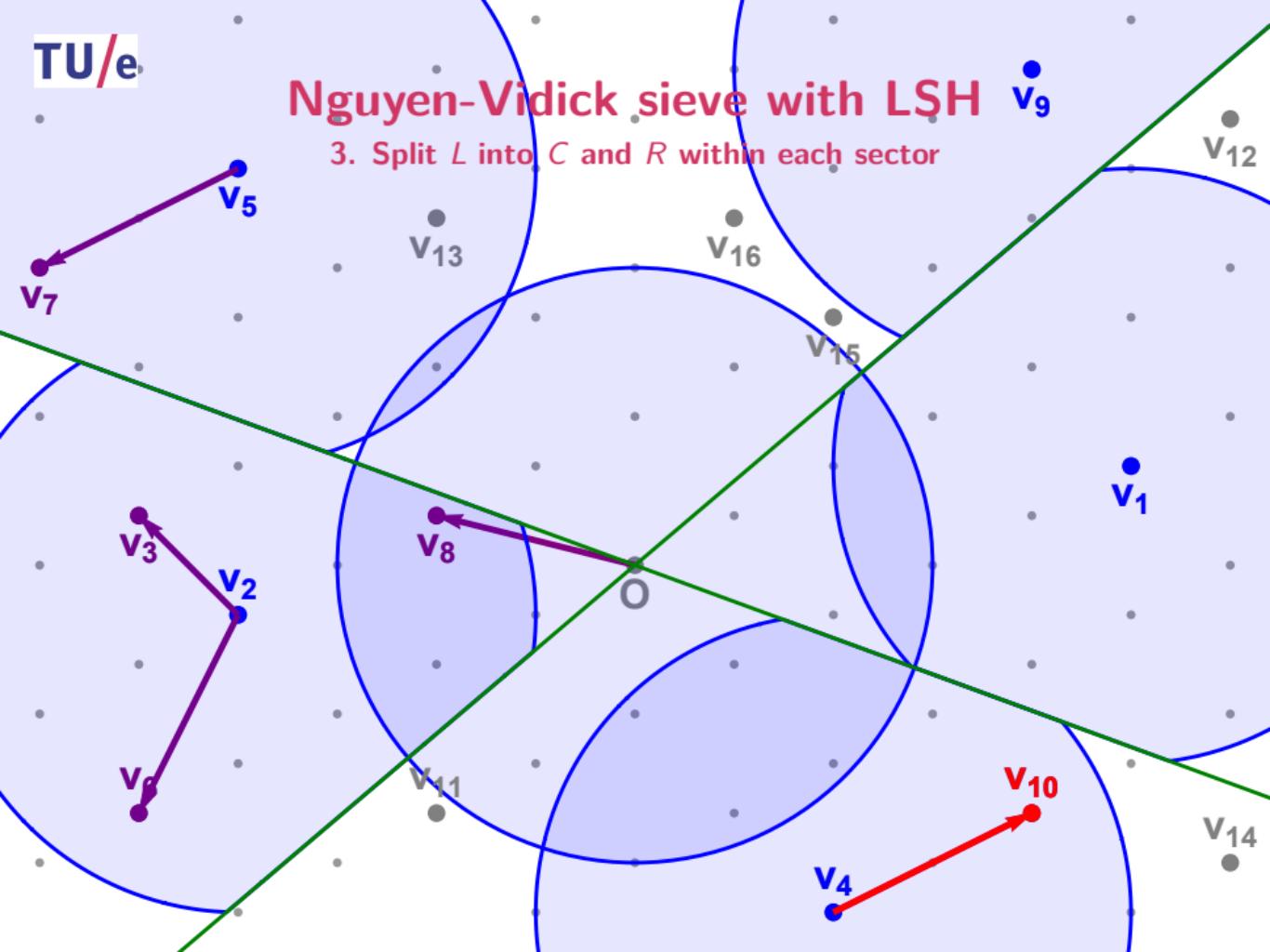
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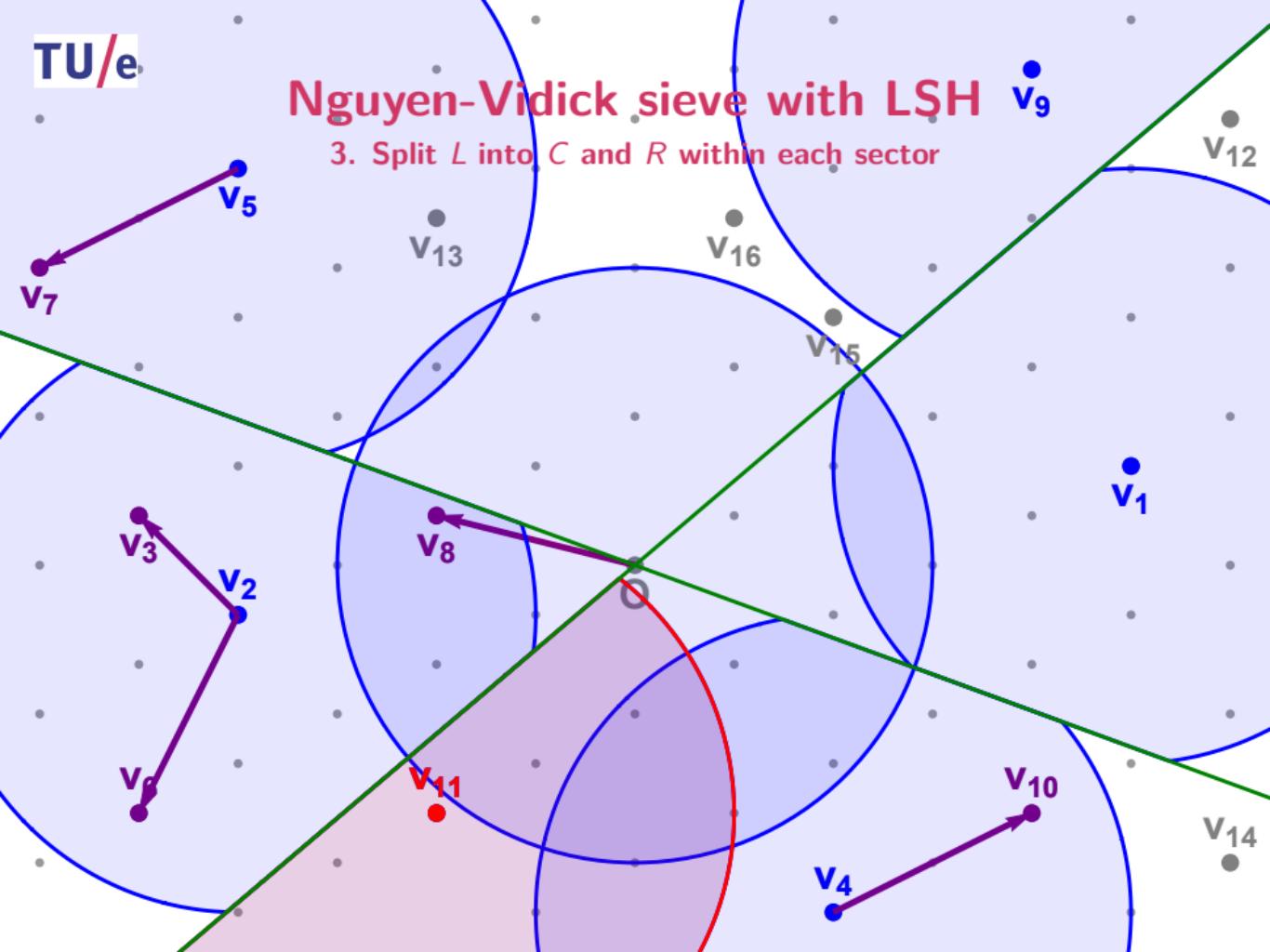
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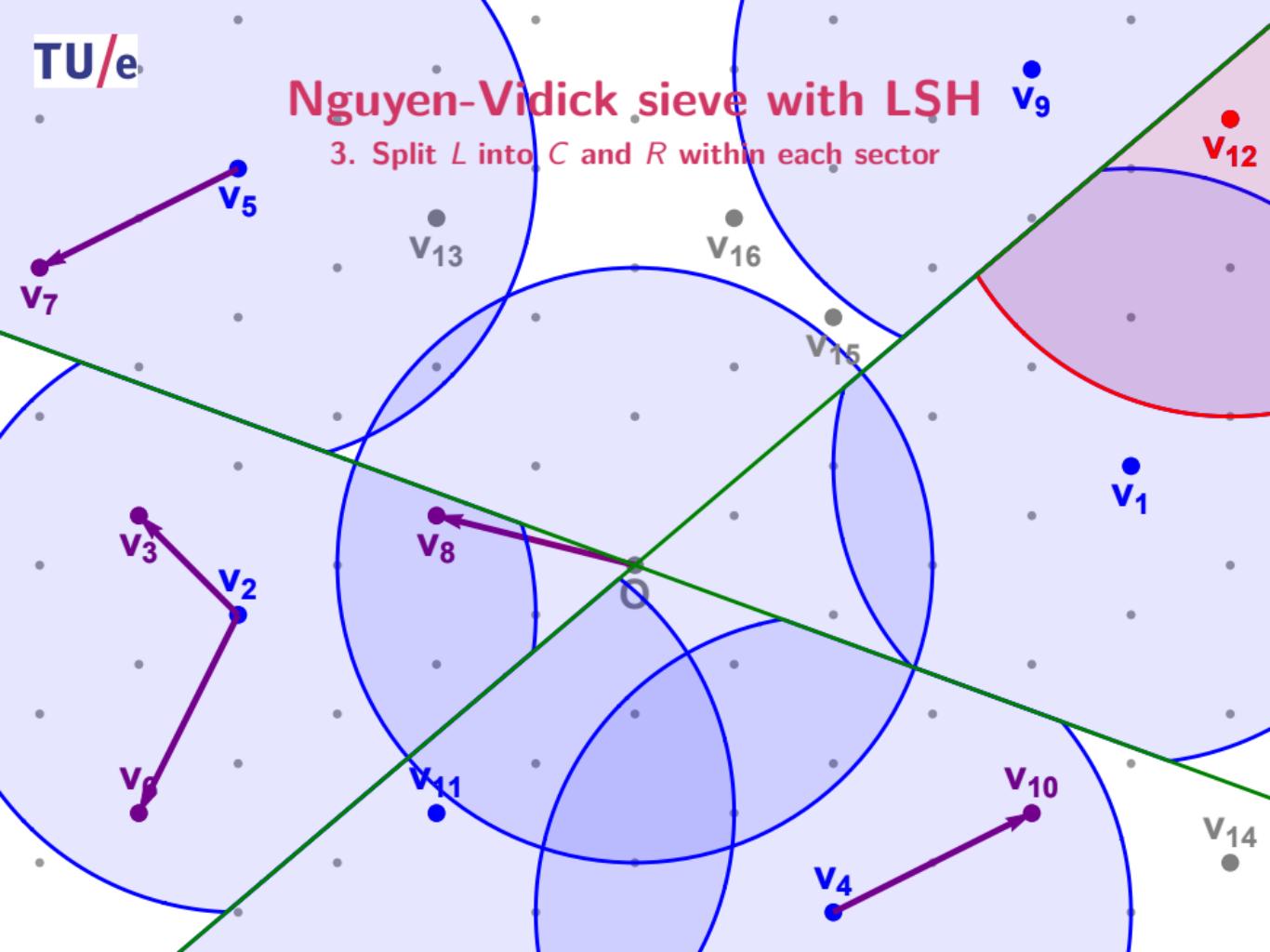
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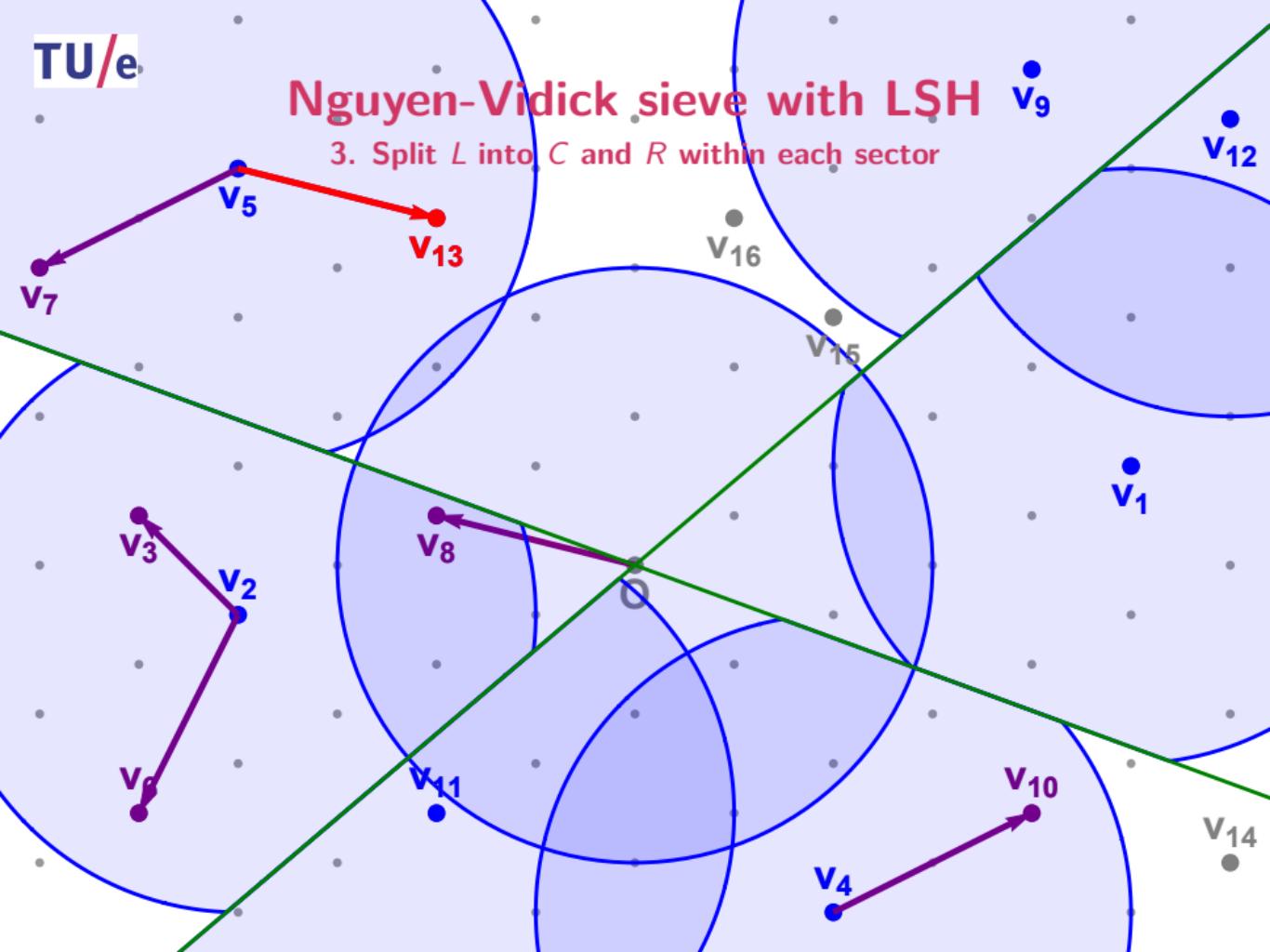
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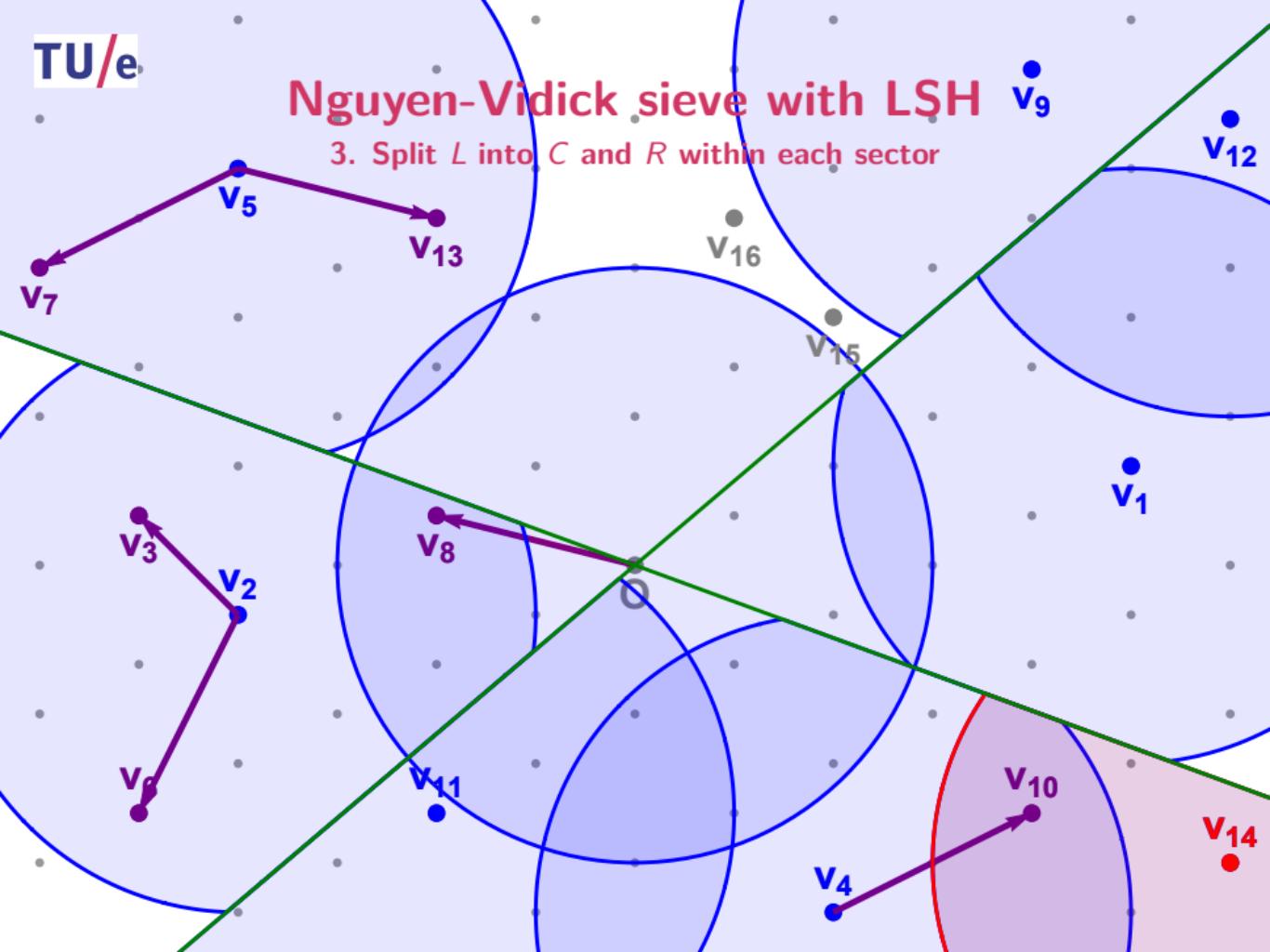
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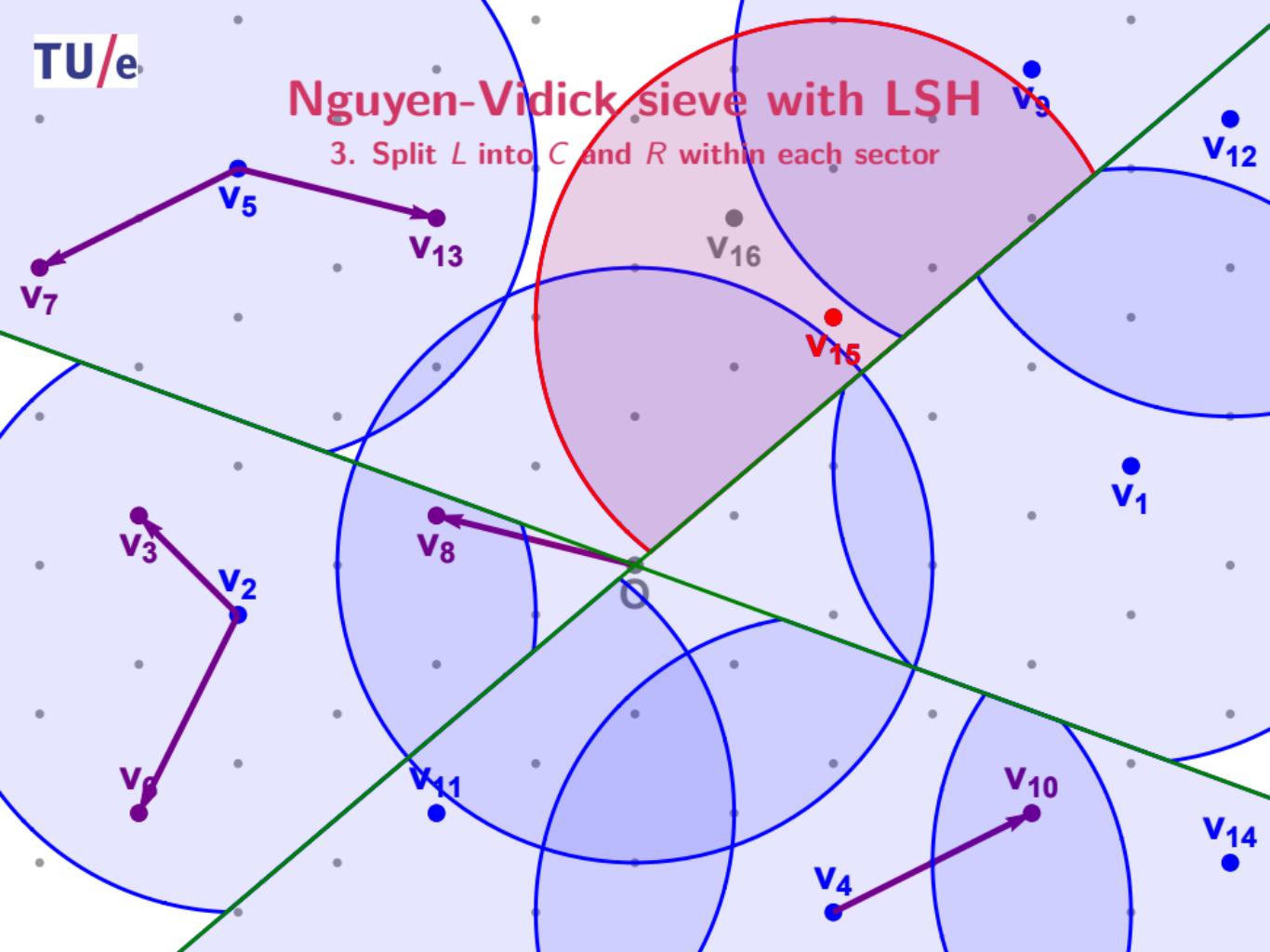
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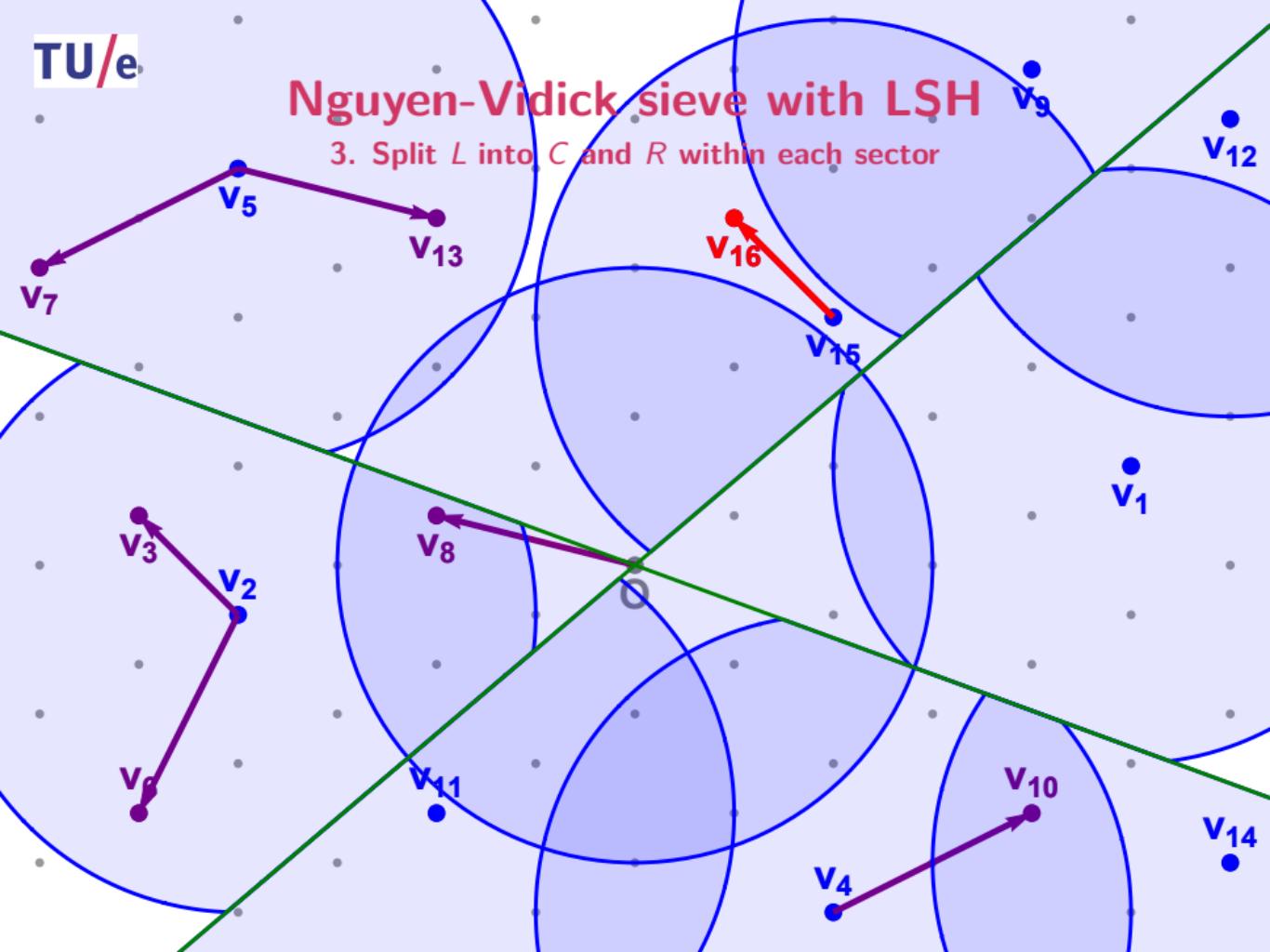
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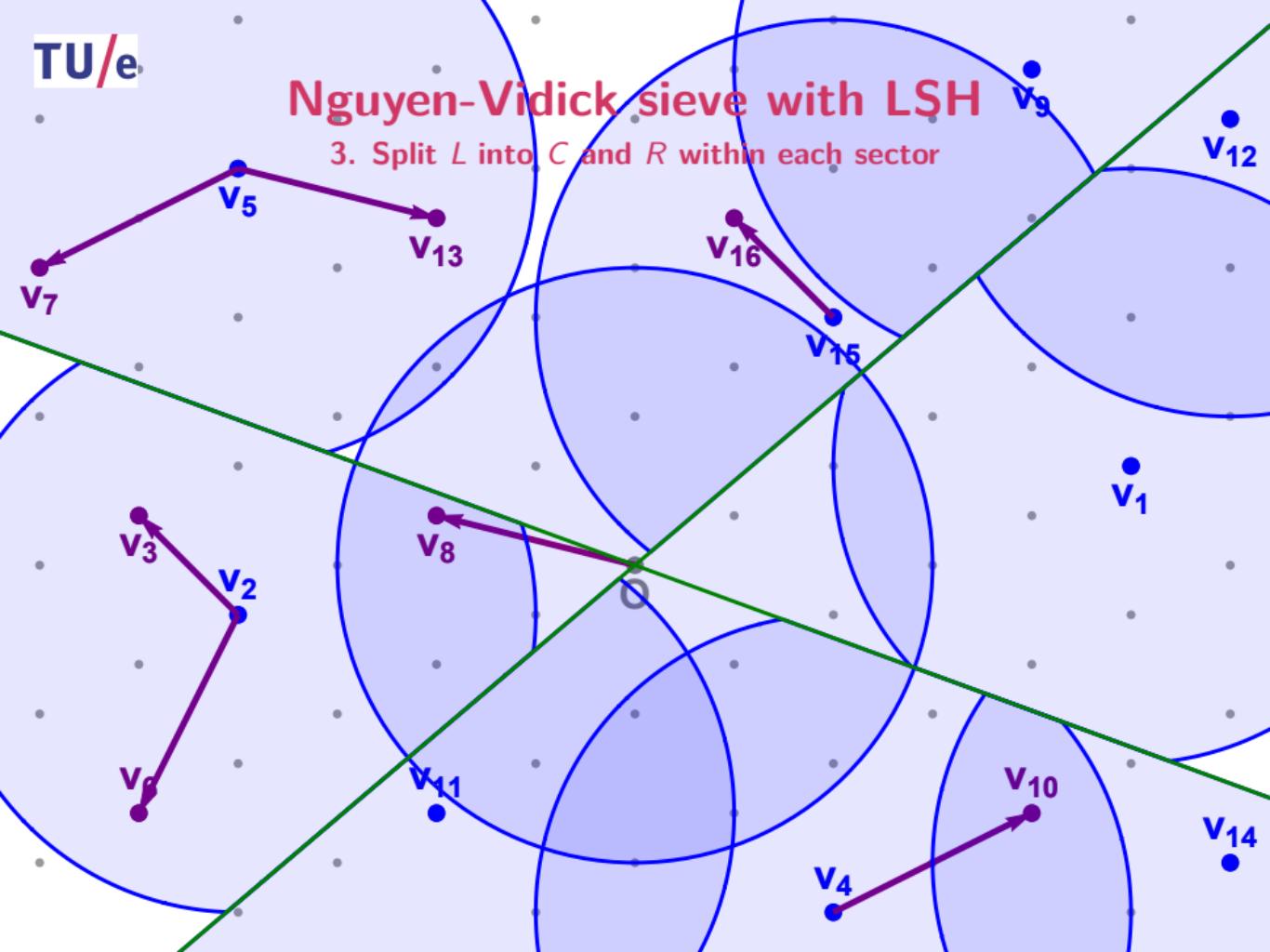
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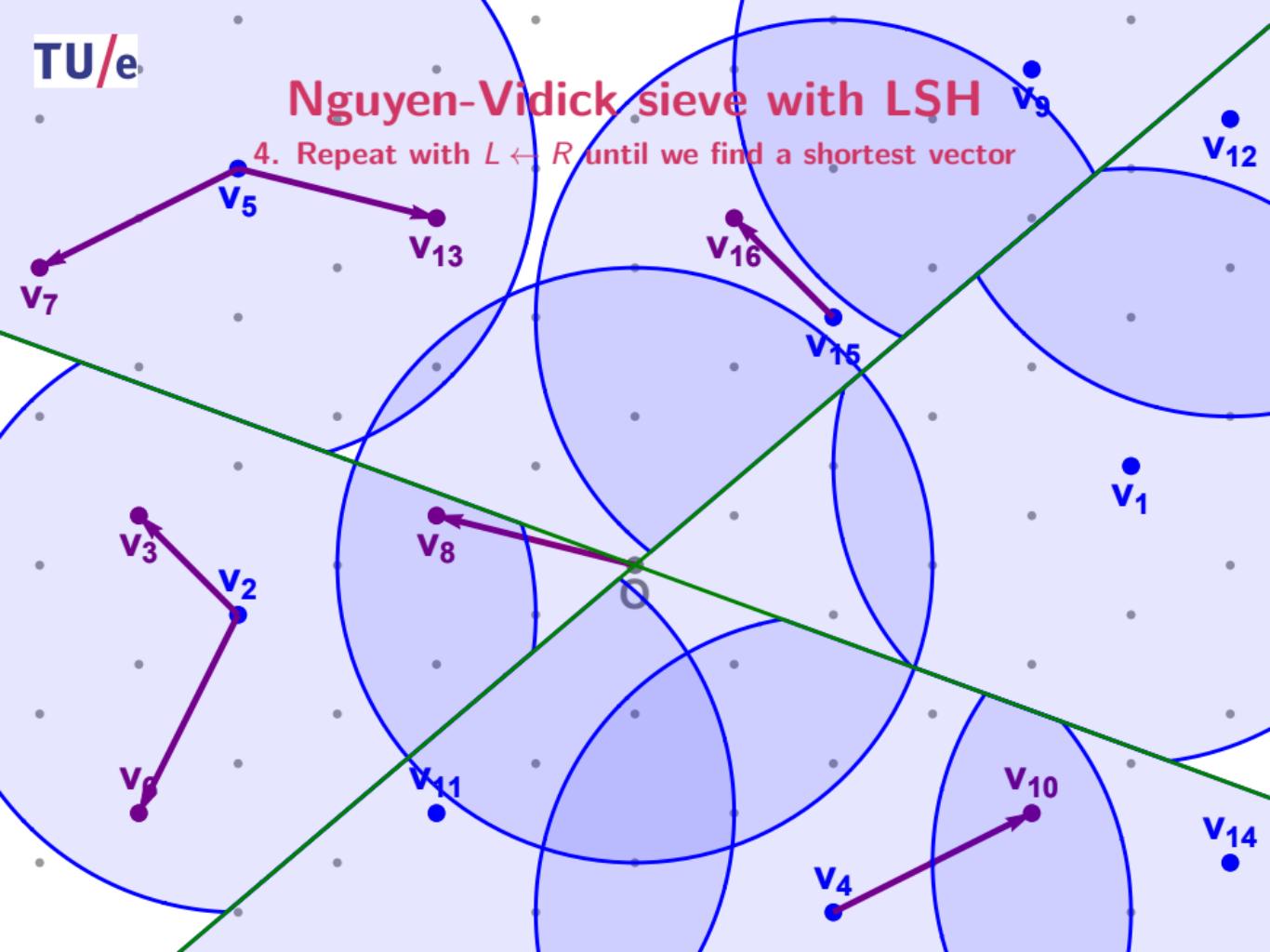
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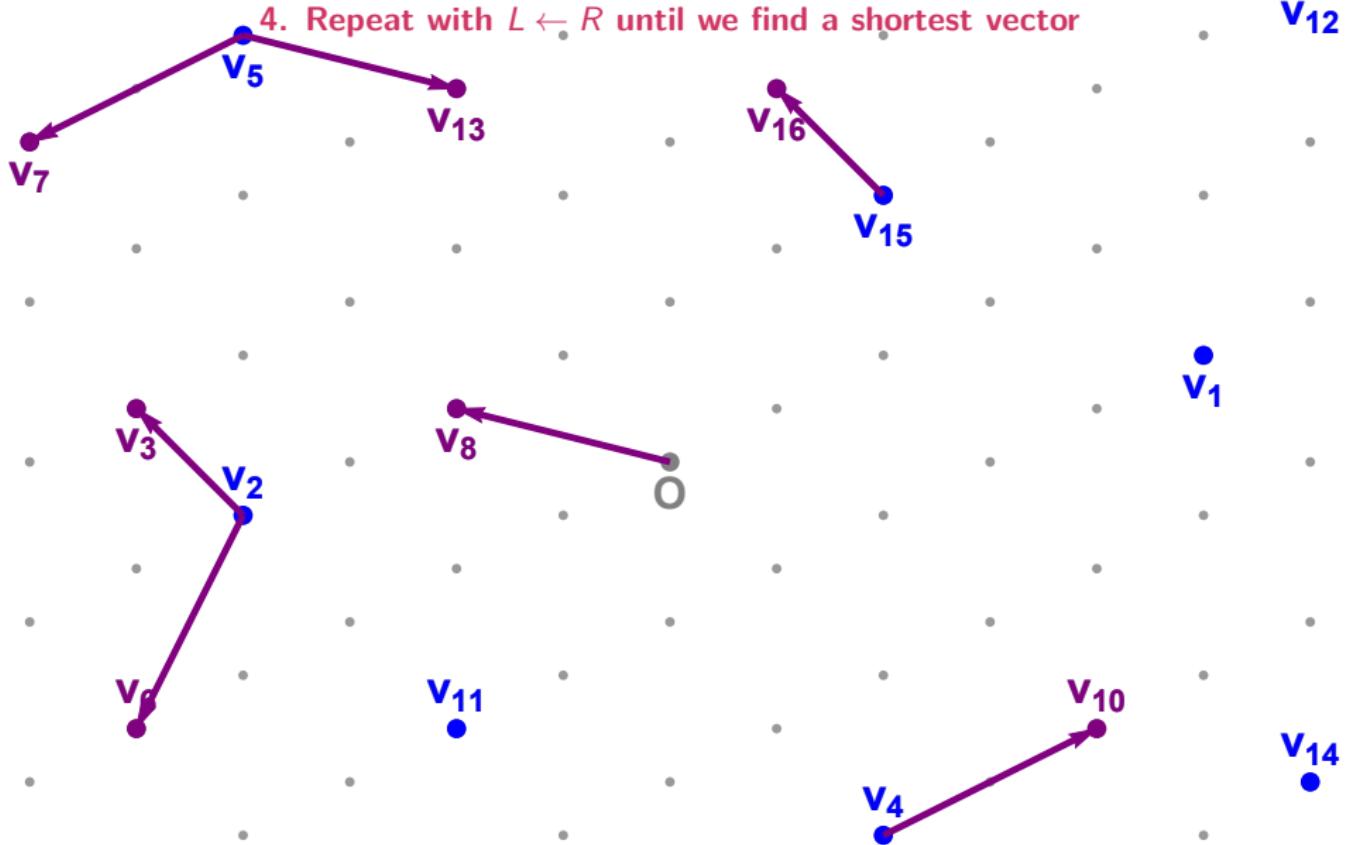


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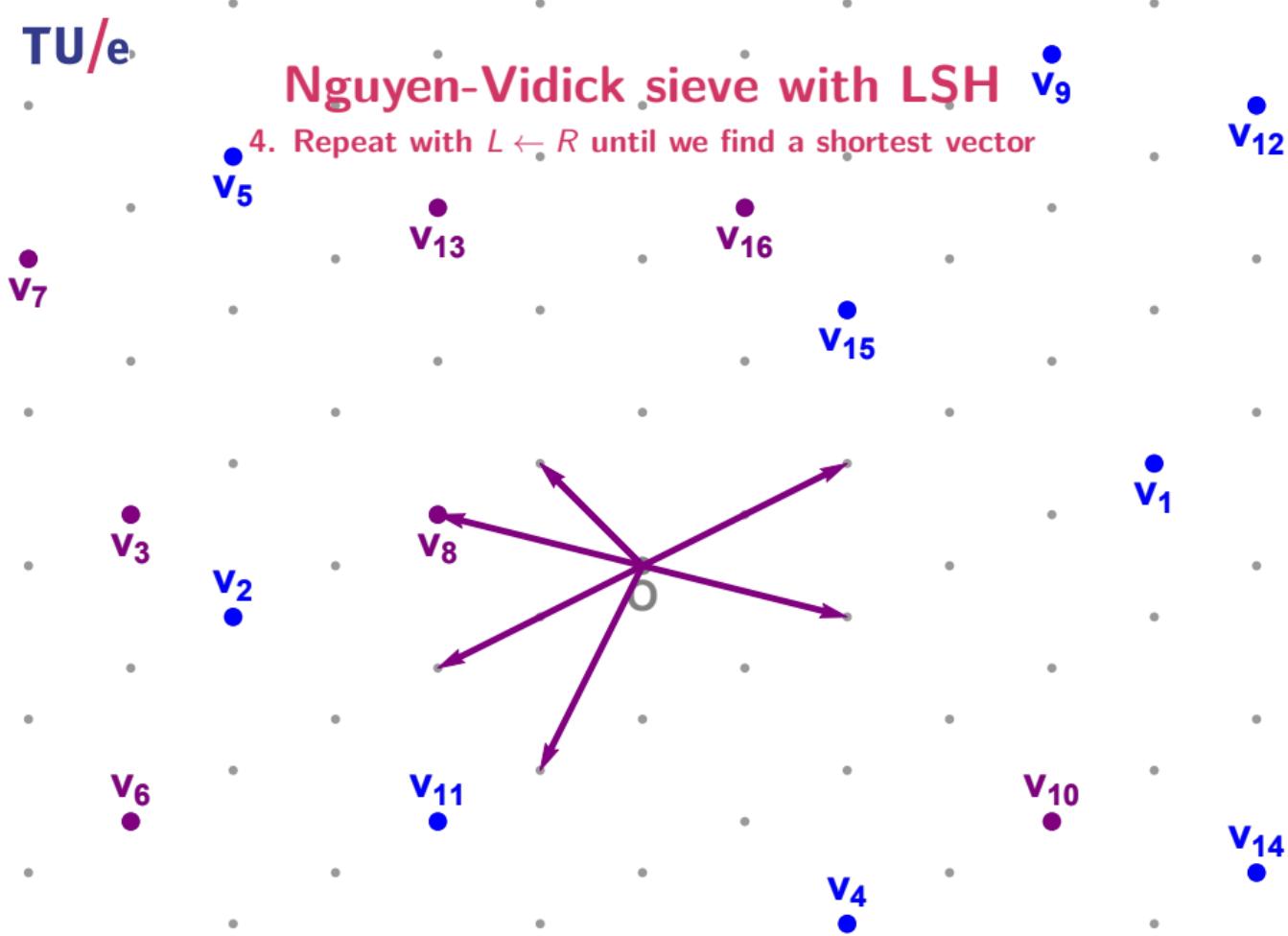


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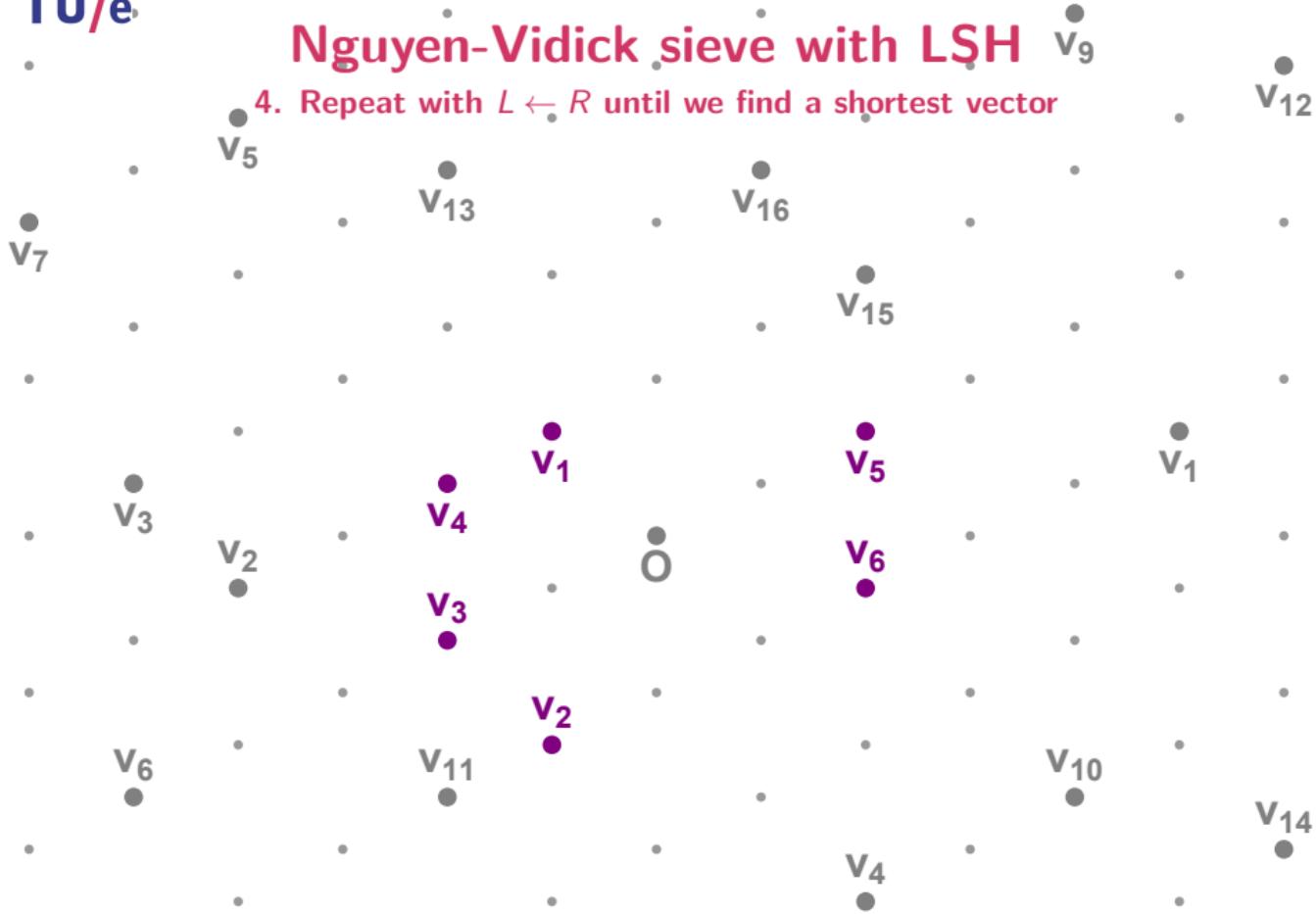
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- Two parameters to tune
  - ▶  $k = O(n)$ : Number of hyperplanes, leading to  $2^k$  regions
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Sieving with LSH runs in time  $2^{0.34n+o(n)}$  and space  $2^{0.34n+o(n)}$ .

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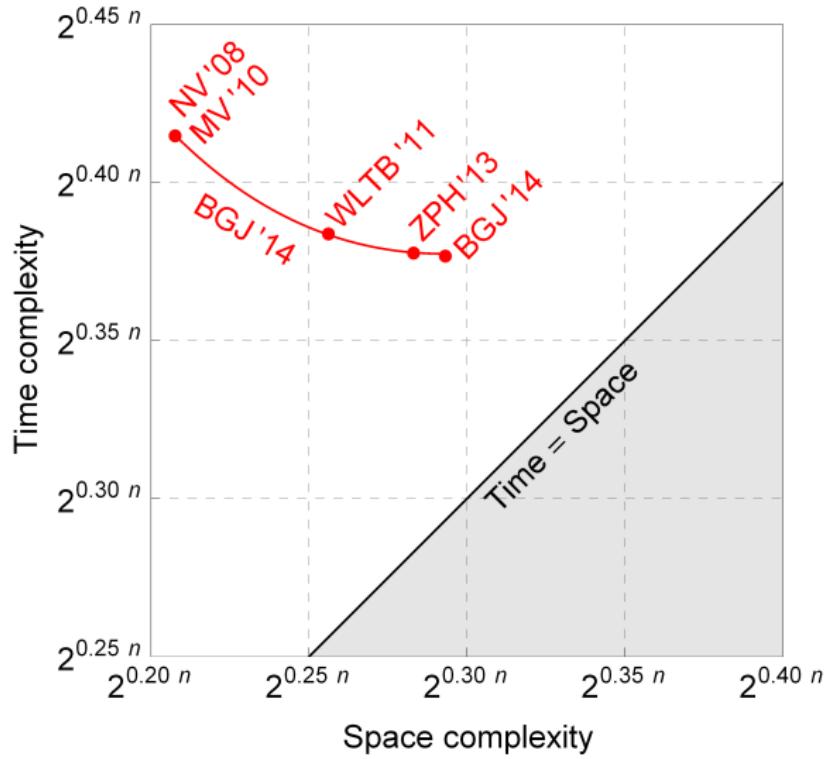
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- Full details online at <http://eprint.iacr.org/2014/744>

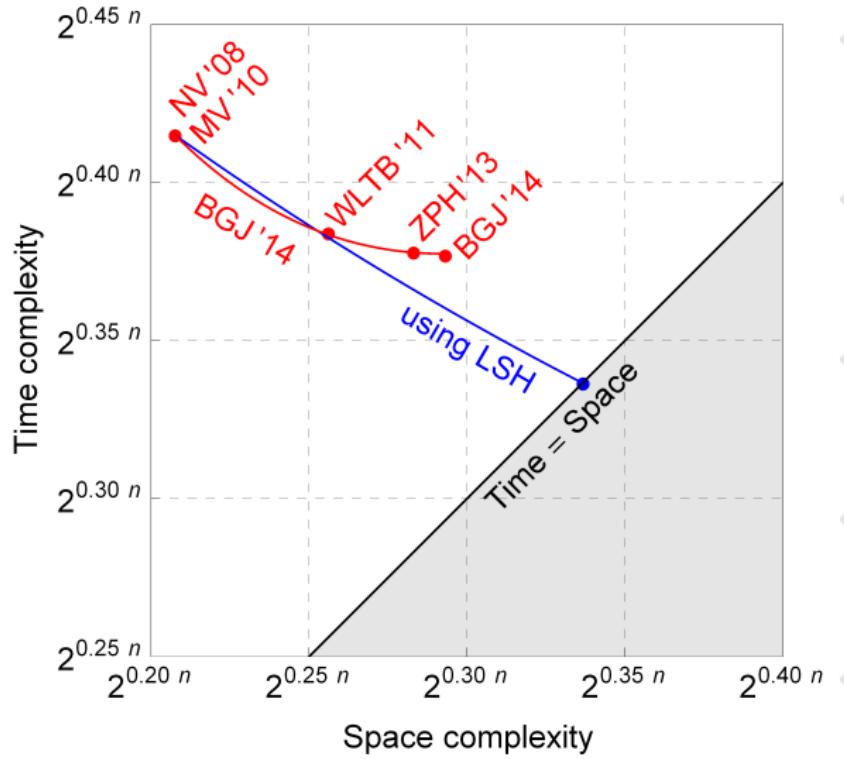
# Sieving

## Space/time trade-off



# Sieving with LSH

Space/time trade-off



# Questions

