Notes inspired (Nois in p by David Wu / Floriun Lattice Cryptography! Tramer 1 <u>Course Overiew</u> MPC Lattices Foundations | ECC BT PRGS Sigma Gorbled Circuits prfs Pairings PRPS 2-PC Beaver Triples ZK Commits Amazing Stuff, what else could there be! For example, dlog Lattice Bosed Cryptography Leosier with quantum computes - Plausibly Post Quantum: We need to update our primitives / protocols to be secure against adversaries that have quantum computers some NIST Post Quantum Standardization Finalists Organization that standardized Signature Schemes AES - Lattice bosed: Dilithium, Falcon Code based / - Hash based : SPHINCS KEMS key Encapsulation Mechanisms ove still being considered. - Lattice based: Kyber Isogeny Condidates broken

Computational Problems:

- Shortest Vector Problem: given a basis B for a lattice L(B), sind the shortest non-zero vector v & L(B)
 Approximate SVP: SVP but with an approximation factor
- Decision problems and many more ...

Today, we will discuss the LWE Assumption and construct PKE from it.

<u>Def</u>: The Learning with Errors (LWE) problem is defined with respect to Lattice parameters n, m, q and an error distribution $\mathcal{X}_{\mathcal{B}}($ often, a discrete Gaussian distribution over \mathbb{Z}_{q}). The LWE assumption states that for random $A \notin \mathbb{Z}_{q}^{m \times n}$, $s \notin \mathbb{Z}_{q}^{n}$, $e \in \mathcal{X}_{B}^{m}$, the two dists

are computationally indistinguishable.

Why does LWE seem hard? (detour to search variant)
Lets remove the error for a moment:

$$\begin{bmatrix} A \in \mathbb{Z}_{q}^{m\times n} \\ S \in \mathbb{Z}_{q}^{n} \end{bmatrix} = \begin{bmatrix} b \in \mathbb{Z}_{q}^{n} \end{bmatrix}$$

$$M = \begin{bmatrix} uations, n unthomas if m 2n can use gaussian elimination to solve the linear system.
Adding back error:
$$\begin{bmatrix} A \in \mathbb{Z}_{q}^{m\times n} \\ S \in \mathbb{Z}_{q}^{n} \end{bmatrix} \cong \begin{bmatrix} b \in \mathbb{Z}_{q}^{n} \end{bmatrix} + \begin{bmatrix} e \in \mathcal{X}_{g}^{n} \\ e \end{bmatrix}$$

$$hoisy, hot equality!$$
Have to solve a hoisy linear system of equations.
For some choices of parameters and noise distributions,
we believe this problem is both well defined / hard.

$$n = security parameter (max unknowns = harder system)$$

$$n = poly(n), m >>n (coundetermined) (more equations = eosier)$$

$$q = poly(n)$$

$$B << q in X_{g}$$
 is a noise bound. All e in the support of X_{g}$$

$$max (le; i)$$

Regev Encryption (2005)
A simple "EL-Gamai style" public key cryptosystem, from
LWE.
A Note:-We will view Zq as integers in range
$$\left(-\frac{q}{2}, \frac{q}{2}\right)$$

for example $Z_7 := \{-3, -2, -1, 0, 1, 2, 3\}$
- L']: floor will round down to heavest integer
Key Gen (1^A):
 $A \notin Z_q^{m \times n}$, $s \notin Z_q^n$, $e \leftarrow X_g^m$ Must choose params
 $b := As + e \in Z_q^m$ S.t. $q_q > mB$
 $output (sh := s, ph := (A, b))$ for correctness
Encrypt (pk, $x \in \{0, 13\}$): encrypts single bits... large ciphertexts
 $r \notin \{20, 13^m, c_0 := r^TA \in Z_q^n, C_1 := r^Tb + \lfloor \frac{q}{2} \rfloor \times$
Output $ct := (c_0, c_1) \in Z_q^n \times Z_q$

$$\frac{\text{Decrypt}(sk := s \in \mathbb{Z}_q^n, ct := (c_0, c_1))}{\hat{X} := c_1 - c_0 \cdot s}$$

$$if |\hat{X}| < \frac{9}{4} \text{ output 0}$$

$$else \text{ output 1}$$

Correctness:

$$\begin{split} \widetilde{X} &= C_1 - C_0 \cdot s = r^{\mathsf{T}}b + \lfloor \frac{a}{2} \rfloor \cdot x - r^{\mathsf{T}}As \\ &= r^{\mathsf{T}}(As + e) + \lfloor \frac{a}{2} \rfloor x - r^{\mathsf{T}}As \\ &= r^{\mathsf{T}}As + r^{\mathsf{T}}e + \lfloor \frac{a}{2} \rfloor x - r^{\mathsf{T}}As \\ &= r^{\mathsf{T}}e + \lfloor \frac{a}{2} \rfloor \cdot x \\ &\text{Noisy plaintext} \\ \text{Visual Interpretation:} \\ & \underbrace{\mathsf{We} \text{ have } e \in \mathcal{X}_8^{\mathsf{m}} \text{ and } r \notin \{0,1\} \text{ so } |r^{\mathsf{T}}e| \leq mB < \frac{a}{\mathsf{Y}} \\ & \underbrace{\mathsf{So } \text{ if } x=0, |\widehat{x}| < \frac{a}{\mathsf{Y}} \text{ else if } x=1, |\widehat{x}| > \lfloor \frac{a}{2} \rfloor - \frac{a}{\mathsf{Y}} \\ & \underbrace{\mathsf{So } \text{ if } x=0, |\widehat{x}| < \frac{a}{\mathsf{Y}} \text{ else if } x=1, |\widehat{x}| > \lfloor \frac{a}{2} \rfloor - \frac{a}{\mathsf{Y}} \geq \frac{a}{\mathsf{Y}} \\ & \underbrace{\mathsf{So } \text{ if } x=0, |\widehat{x}| < \frac{a}{\mathsf{Y}} \text{ else if } x=1, |\widehat{x}| > \lfloor \frac{a}{2} \rfloor - \frac{a}{\mathsf{Y}} \geq \frac{a}{\mathsf{Y}} \\ & \underbrace{\mathsf{So } \text{ if } x=0, |\widehat{x}| < \frac{a}{\mathsf{Y}} \text{ else if } x=1, |\widehat{x}| > \lfloor \frac{a}{2} \rfloor - \frac{a}{\mathsf{Y}} \geq \frac{a}{\mathsf{Y}} \\ & \underbrace{\mathsf{So } \text{ if } x=0, |\widehat{x}| < \frac{a}{\mathsf{Y}} \text{ else } \text{ if } x=1, |\widehat{x}| > \lfloor \frac{a}{2} \rfloor - \frac{a}{\mathsf{Y}} \geq \frac{a}{\mathsf{Y}} \\ & \underbrace{\mathsf{So } \text{ if } x=0, |\widehat{x}| < \frac{a}{\mathsf{Y}} \text{ else } \text{ if } x=1, |\widehat{x}| > \lfloor \frac{a}{2} \rfloor - \frac{a}{\mathsf{Y}} \geq \frac{a}{\mathsf{Y}} \\ & \underbrace{\mathsf{So } \text{ if } x=0, |\widehat{x}| < \frac{a}{\mathsf{Y}} \text{ else } \text{ if } x=1, |\widehat{x}| > \lfloor \frac{a}{2} \rfloor - \frac{a}{\mathsf{Y}} \geq \frac{a}{\mathsf{Y}} \\ & \underbrace{\mathsf{So } \text{ if } x=0, |\widehat{x}| < \frac{a}{\mathsf{Y}} \text{ else } \text{ if } x=1, |\widehat{x}| > \lfloor \frac{a}{2} \rfloor - \frac{a}{\mathsf{Y}} \geq \frac{a}{\mathsf{Y}} \\ & \underbrace{\mathsf{So } \text{ if } x=0, |\widehat{x}| < \frac{a}{\mathsf{Y}} \text{ else } \text{ if } x=1, |\widehat{x}| > \lfloor \frac{a}{2} \rfloor - \frac{a}{\mathsf{Y}} \geq \frac{a}{\mathsf{Y}} \\ & \underbrace{\mathsf{So } \text{ if } x=0, |\widehat{x}| < \frac{a}{\mathsf{Y}} \text{ else } \text{ if } x=1, |\widehat{x}| > \lfloor \frac{a}{2} \rfloor - \frac{a}{\mathsf{Y}} \geq \frac{a}{\mathsf{Y}} \\ & \underbrace{\mathsf{So } \text{ if } x=0, |\widehat{x}| < \frac{a}{\mathsf{Y}} \text{ else } \text{ if } x=1, |\widehat{x}| > \lfloor \frac{a}{2} \rfloor - \frac{a}{\mathsf{Y}} \geq \frac{a}{\mathsf{Y}} \\ & \underbrace{\mathsf{So } \text{ if } x=0, |\widehat{x}| < \frac{a}{\mathsf{Y}} = \lfloor \frac{a}{\mathsf{Y}} \\ & \underbrace{\mathsf{So } \text{ if } x=0, |\widehat{x}| < \frac{a}{\mathsf{Y}} = \lfloor \frac{a}{\mathsf{Y}} \\ & \underbrace{\mathsf{So } \text{ if } x=1, |\widehat{x}| > \lfloor \frac{a}{2} \rfloor = \frac{a}{\mathsf{Y}} \\ & \underbrace{\mathsf{So } \text{ if } x=0, |\widehat{x}| < \frac{a}{\mathsf{Y}} = \lfloor \frac{a}{\mathsf{Y}} \\ & \underbrace{\mathsf{So } x=1, |\widehat{x}| < \frac{a}{\mathsf{Y}} = \lfloor \frac{a}{\mathsf{Y}} \\ & \underbrace{\mathsf{So } x=1, |\widehat{x}| > \lfloor \frac{a}{2} \rfloor \\ & \underbrace{\mathsf{So } x=1, |\widehat{x}| < \lfloor \frac{a}{\mathsf{Y}} = \lfloor \frac{a}{\mathsf{Y}} \\ & \underbrace{\mathsf{So } x=1, |\widehat{x}| < \lfloor \frac{a}{\mathsf{Y}} = \lfloor \frac{a}{\mathsf{Y}} \\$$

Therefore,

$$C_0 = r^T A \approx C_0 \notin \mathbb{Z}_q^n$$

 $C_1 = r^T r + \lfloor \frac{q}{2} \rfloor \cdot X \approx C_1 \notin \mathbb{Z}_q$
one time pod