

Middle-Product Learning with Rounding Problem and its Applications

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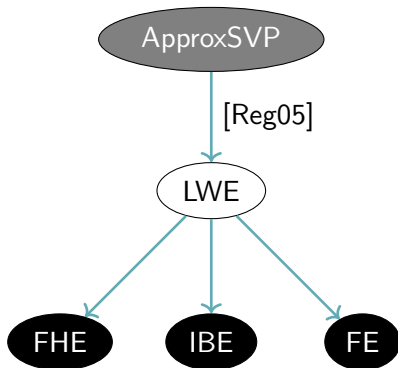
⁴ Algorand.

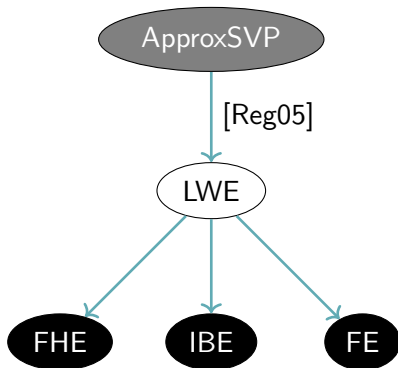
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We define a Learning with Errors (LWE) variant which

- is at least as hard as **exponentially many** P-LWE instances,
- is **deterministic** and
- can be used to build **efficient** public key encryption.

Introduction





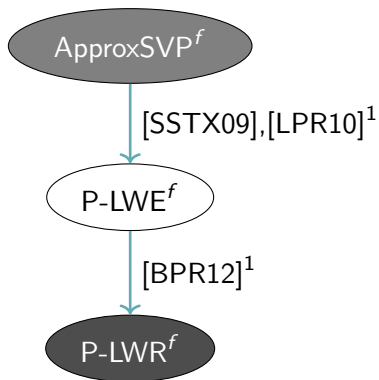
Advantage:

security based on **all** Euclidean lattices

Disadvantages:

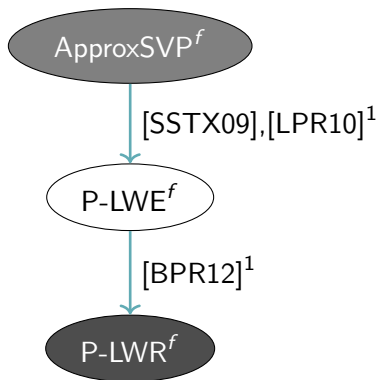
- (1) large public keys
- (2) Gaussian sampling

Two ideas: structured and deterministic variants



¹For simplicity, take the power-of-two cyclotomic case, where P-LWE and R-LWE (resp. P-LWR and R-LWR) coincide.

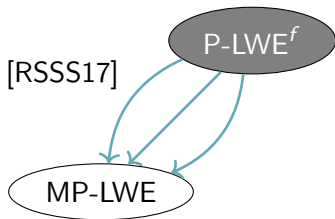
Two ideas: structured and deterministic variants



- Disadvantages:
- (1) security based on **restricted** class of lattices, **depending** on f
 - (2) **decisional** P-LWR: super-polynomial modulus

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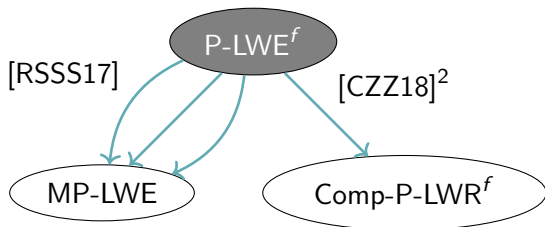
Previous work:



Solution: (1) Middle-Product LWE
reduction for **exponentially** many f

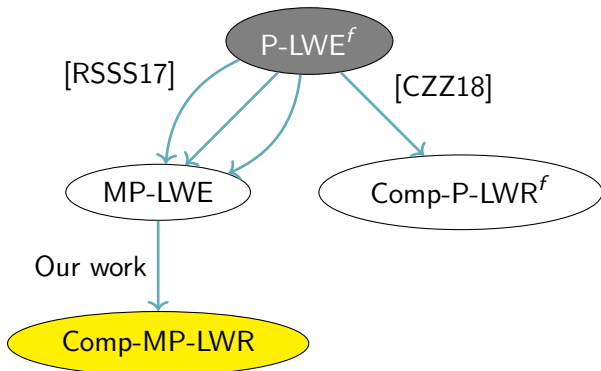
²For the sake of lucidity, we simplified the graph. In fact, their reduction was shown for the corresponding ring variants.

Previous work:



- Solution:
- (1) Middle-Product LWE reduction for **exponentially** many f
 - (2) Computational P-LWR f allows **provable secure** PKE

²For the sake of lucidity, we simplified the graph. In fact, their reduction was shown for the corresponding ring variants.



We define:

(1) Computational Middle-Product Learning with Rounding Problem (Comp-MP-LWR)

We show:

(2) Efficient reduction from MP-LWE to Comp-MP-LWR

We construct:

(3) Public Key Encryption based on Comp-MP-LWR

Computational Middle-Product Learning with Rounding

Middle-Product

Given polynomials $a = \sum_{i=0}^{n-1} a_i x^i \in \mathbb{Z}^{<n}[x]$, $b = \sum_{i=0}^{2n-2} b_i x^i \in \mathbb{Z}^{<2n-1}[x]$.

Their product is

$$\begin{aligned} a \cdot b &= c_0 + \cdots + c_{n-2} x^{n-2} \\ &\quad + c_{n-1} x^{n-1} + c_n x^n + \cdots + c_{2n-2} x^{2n-2} \\ &\quad + c_{2n-1} x^{2n-1} + \cdots + c_{3n-3} x^{3n-3} \in \mathbb{Z}^{<3n-2}[x]. \end{aligned}$$

Their **middle-product** is

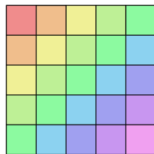
$$a \odot_n b = c_{n-1} + c_n x + \cdots + c_{2n-2} x^{n-1} \in \mathbb{Z}^{<n}[x].$$

Matrix representation of the middle-product

Given a polynomial $b = \sum_{i=0}^{2n-2} b_i x^i \in \mathbb{Z}^{<2n-1}[x]$.

Its **Hankel matrix** is

$$\text{Hankel}(b) = \begin{pmatrix} b_0 & b_1 & \dots & b_{n-1} \\ b_1 & b_2 & \dots & b_n \\ & & \ddots & \\ b_{n-1} & b_n & \dots & b_{2n-2} \end{pmatrix} \in \mathbb{Z}^{n \times n}.$$



For any $a \in \mathbb{Z}^{<n}[x]$ it yields

$$a \odot_n b = \text{Hankel}(b) \cdot \bar{\mathbf{a}},$$

where $\bar{\mathbf{a}} = (a_{n-1}, \dots, a_0)^T$.

Let χ be a distribution on $\mathbb{R}^{<n}[x]$ (e.g., Gaussian)

Definition (MP-LWE $_{q,n,\chi}$ distribution for $s \in \mathbb{Z}_q^{<2n-1}[x]$)

Sample $a \leftarrow U(\mathbb{Z}_q^{<n}[x])$ and $e \leftarrow \chi$.

Return $(a, b = a \odot_n s + e) \in \mathbb{Z}_q^{<n}[x] \times \mathbb{R}_q^{<n}[x]$

Middle-Product LWE + LWR

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Given $p < q$ and $y \in \mathbb{Z}_q$. Rounding $\lfloor y \rfloor_p = \left\lfloor \frac{p}{q} \cdot y \right\rfloor \bmod p$.

Definition (MP-LWR $_{p,q,n}$ distribution for $s \in \mathbb{Z}_q^{<2n-1}[x]$)

Sample $a \leftarrow U(\mathbb{Z}_q^{<n}[x])$.

Return $(a, \lfloor b \rfloor_p = \lfloor a \odot_n s \rfloor_p) \in \mathbb{Z}_q^{<n}[x] \times \mathbb{R}_p^{<n}[x]$

Intuition

Challenger

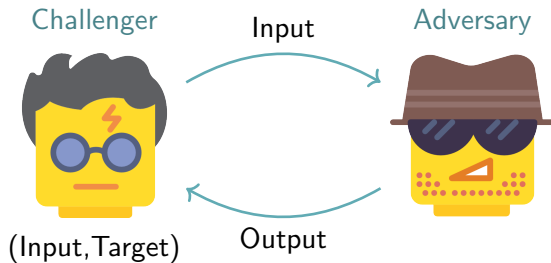


Adversary



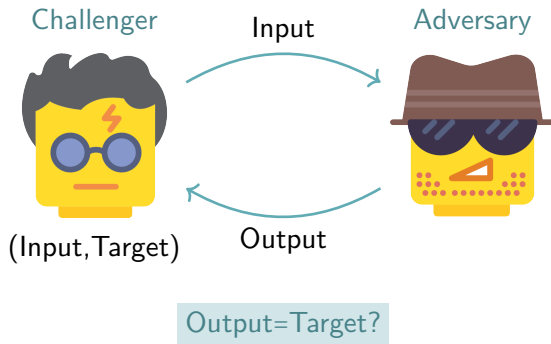
Images: flaticon.com

Intuition



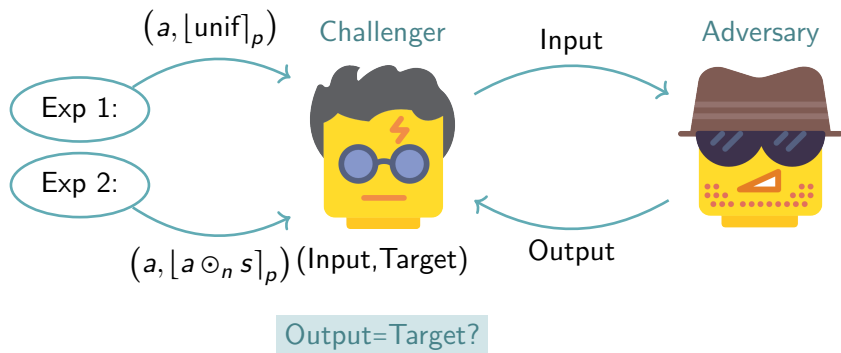
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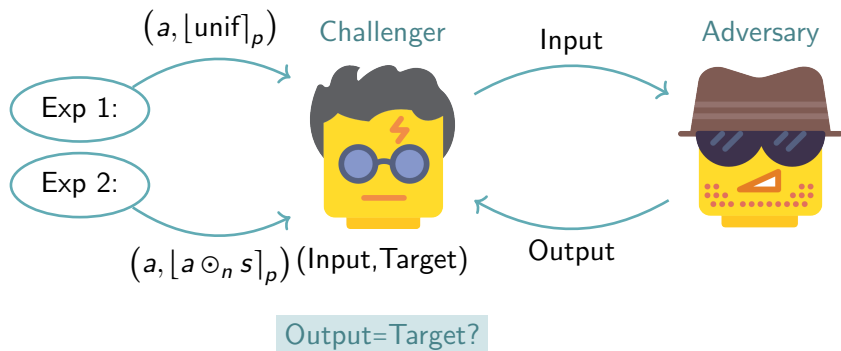


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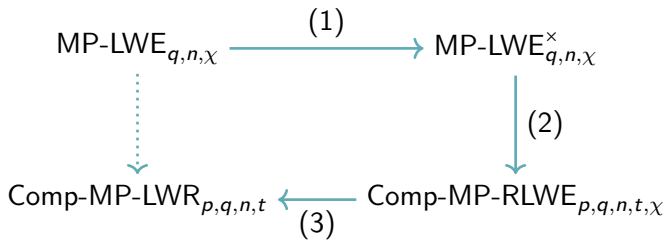
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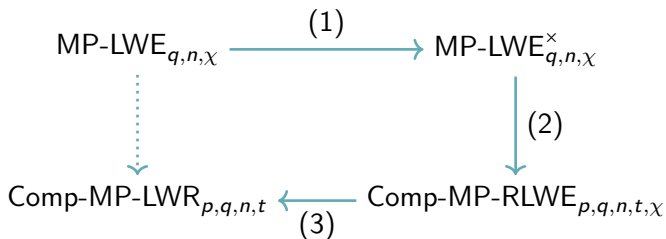
Assumption (Comp-MP-LWR)

The adversary can't obtain more information from the MP-LWR distribution than from the rounded uniform distribution.

Reduction

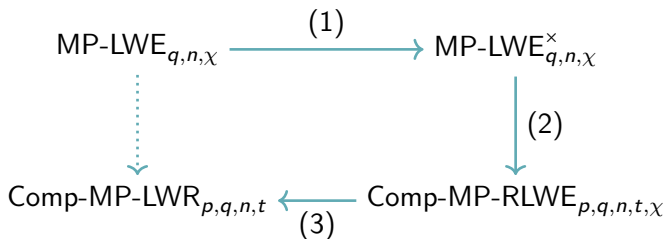


Reduction



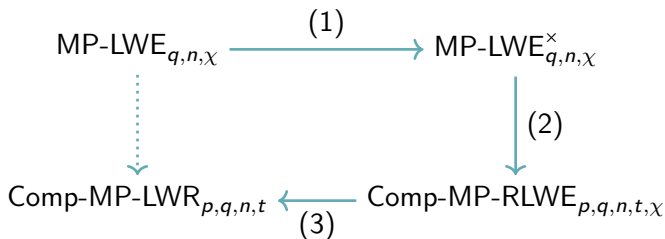
- (1) If secret s with **full-rank** Hankel matrix:
(e.g., for q prime, happens with probability $\geq 1 - 1/q$)
 a uniform $\Rightarrow a \odot_n s = \text{Hankel}(s) \cdot \bar{a}$ uniform

Reduction



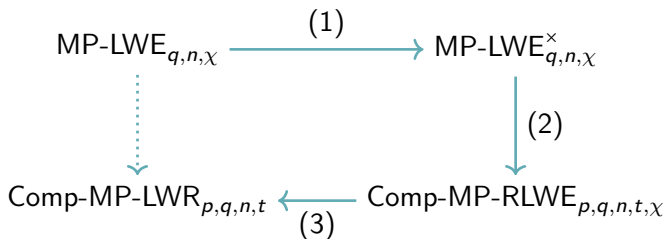
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 a uniform $\Rightarrow a \odot_n s = \text{Hankel}(s) \cdot \bar{a}$ uniform
- (2) Round second component of MP-LWE sample
- (3) Using Rényi divergence:
fix number of samples t **a priori**

Reduction



The reduction is **dimension-preserving** and works for **polynomial-sized** modulus q .

Elements sampled from χ are bounded by B with probability at least δ , s.t.

$$q > 2pBnt \text{ and } \delta \geq 1 - \frac{1}{tn}.$$

PKE based on Comp-MP-LWR

High level: Adapt encryption scheme from [CZZ18] to middle-product setting.

Public Key Encryption from Comp-MP-LWR

Message $\mu \in \{0, 1\}^{n/2}$ and random oracle $H: \{0, 1\}^{n/2} \rightarrow \{0, 1\}^{n/2}$

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KeyGen(1^λ). Sample $s \leftarrow U(\mathbb{Z}_q^{<2n-1}[x])$ s.t. $\text{rank}(\text{Hankel}(s)) = n$
and $a_i \leftarrow U(\mathbb{Z}_q^{<n}[x])$ for $1 \leq i \leq t$.

pk = $(a_i, b_i = \lfloor a_i \odot_n s \rfloor_p)_{i \leq t}$ and **sk** = s .

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$$\mathbf{pk} = (a_i, b_i = \lfloor a_i \odot_n s \rfloor_p)_{i \leq t} \text{ and } \mathbf{sk} = s.$$

Enc(μ, \mathbf{pk}). Sample $r_i \leftarrow U(\{0, 1\}^{\langle n/2+1 \rangle}[x])$ for $1 \leq i \leq t$. Set

$$c_1 = \sum_{i \leq t} r_i a_i \quad \text{and} \quad v = \sum_{i \leq t} r_i \odot_{n/2} b_i.$$

Further set $c_2 = \langle v \rangle_2$ and $c_3 = H(\lfloor v \rfloor_2) \oplus \mu$.

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Dec($c_1, c_2, c_3, \mathbf{sk}$). Compute $w = c_1 \odot_{n/2} s$ and return $\mu' = c_3 \oplus H(\text{REC}(w, c_2))$.

Correctness

KeyGen(1^λ). $\mathbf{pk} = (a_i, b_i = \lfloor a_i \odot_n s \rfloor_p)_{i \leq t}$ and $\mathbf{sk} = s$.

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For **correctness**, reconciliation mechanism has to work:

$$\text{REC}(w, \langle v \rangle_2) = \lfloor v \rfloor_2 \quad \text{if} \quad |w - v| < \frac{q}{8}$$

$\mathbf{pk} = (a_i, b_i)$, $\mathbf{sk} = s$ and ciphertext $c = (c_1, c_2, c_3)$, where

$$c_1 = \sum r_i a_i, \quad v = \sum r_i \odot_{n/2} b_i, \quad c_2 = \langle v \rangle_2 \quad \text{and}$$

$$c_3 = H(\lfloor v \rfloor_2) \oplus \mu.$$

Sequence of steps:

- Distinguishing advantage of IND-CPA game upper bounded by advantage of computing preimage $\lfloor v \rfloor_2$ of H ,

$\mathbf{pk} = (a_i, \mathbb{S})$, $\mathbf{sk} = s$ and ciphertext $c = (c_1, c_2, c_3)$, where

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- Replace second component of \mathbf{pk} by rounded uniform samples (use Comp-MP-LWR assumption),

$\mathbf{pk} = (a_i, \$)$, $\mathbf{sk} = s$ and ciphertext $c = (c_1, c_2, c_3)$, where

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Sequence of steps:




- Distinguishing advantage of IND-CPA game upper bounded by advantage of computing preimage $\lfloor v \rfloor_2$ of H ,
- Replace second component of \mathbf{pk} by rounded uniform samples (use Comp-MP-LWR assumption),
- Replace v by uniform sample, thus c_2 is also uniform (use Generalized LHL),
- As c_1 and c_2 are independent, adversary can only **guess** preimage of H .

- Reduction from **decisional** MP-LWE to **decisional** MP-LWR³,
- Alternatively: **search-to-decision** reduction for MP-LWR,
- PKE based on MP-LWR in the **standard model**,
- Using **small** secret to gain in **efficiency**.

³Carries over to other structured LWR variants.

Thank you

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