



# Lattice Based Cryptography Tools and Applications

Shweta Agrawal  
IIT Madras

Image Credit: Hans Hoffman, UCB Art Museum

# Computing on Encrypted Data

## Personalised Medicine

“The dream for tomorrow’s medicine is to understand the links between DNA and disease — and to tailor therapies accordingly. But scientists have a problem: how to keep genetic data and medical records secure while still enabling the **massive, cloud-based analyses** needed to make meaningful associations.”

Check Hayden, E. (2015). *Nature*, 519, 400-401.



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E-mail: randy@glasbergen.com

**“You don’t look anything like the long haired, skinny kid I married 25 years ago. I need a DNA sample to make sure it’s still you.”**

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Doesn't FHE solve exactly this?

# Access Control on Encrypted Data

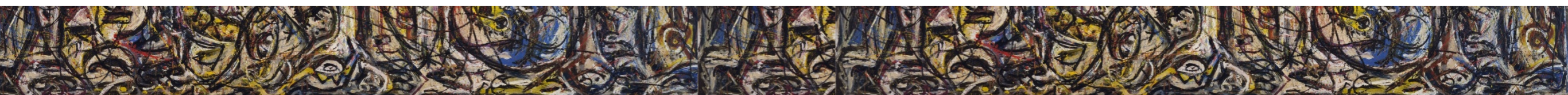
Prof. Bob wants to store encrypted file so that:



- Other Professors or admin assistants of CS group can open it
- Encrypt file for each of them?
- If someone quits or new person joins? Re-encrypt ?
- Organizational nightmare !

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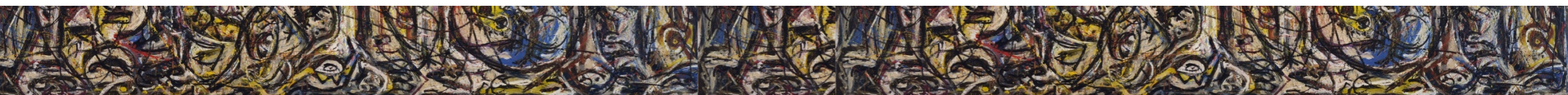


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What he really wants:  
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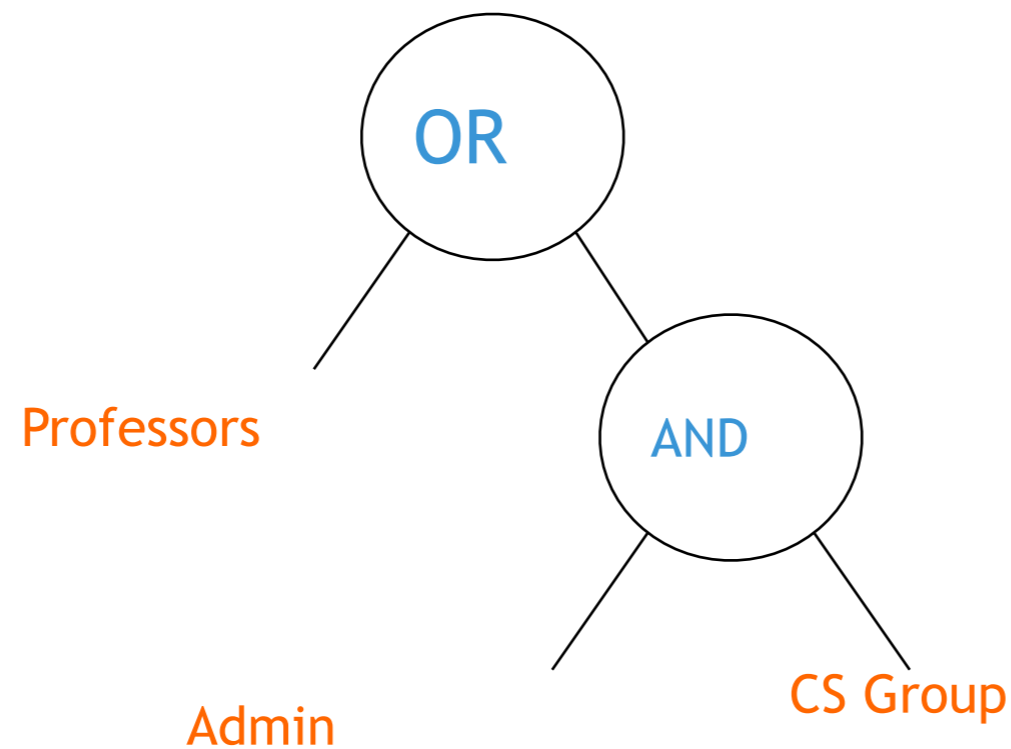


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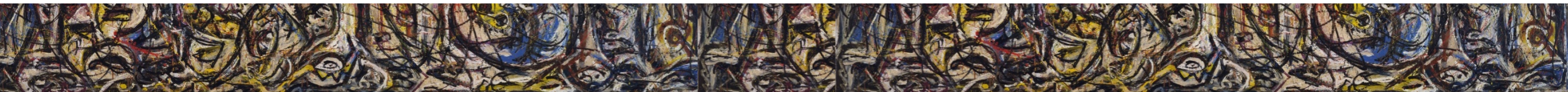
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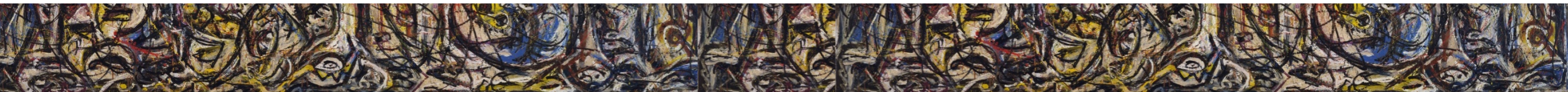


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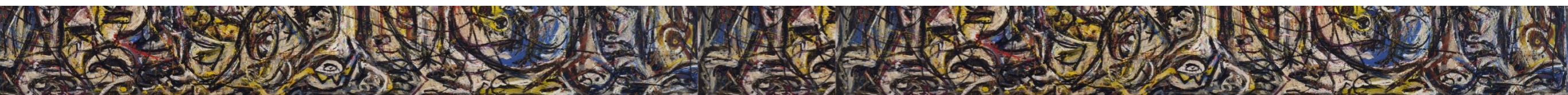
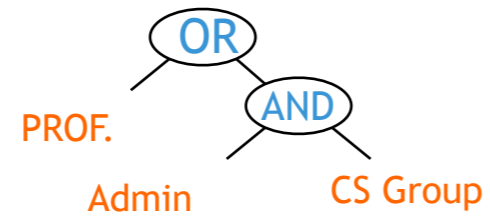




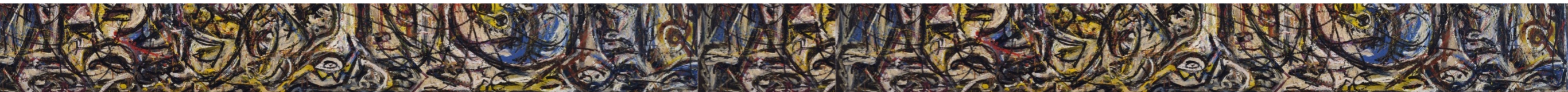
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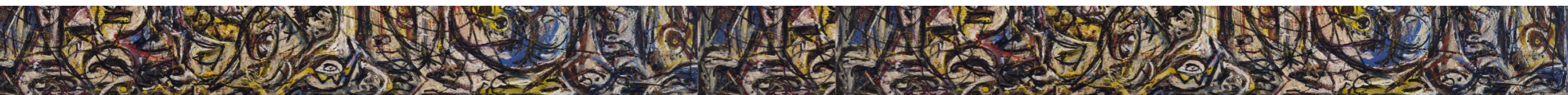


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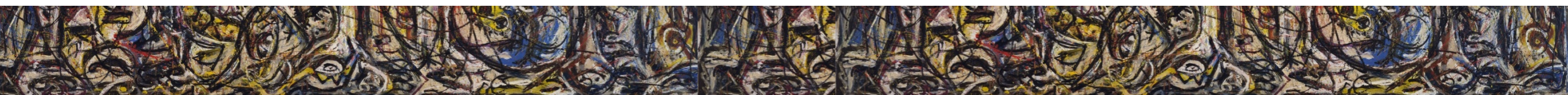
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PROF OR {Admin AND CS}



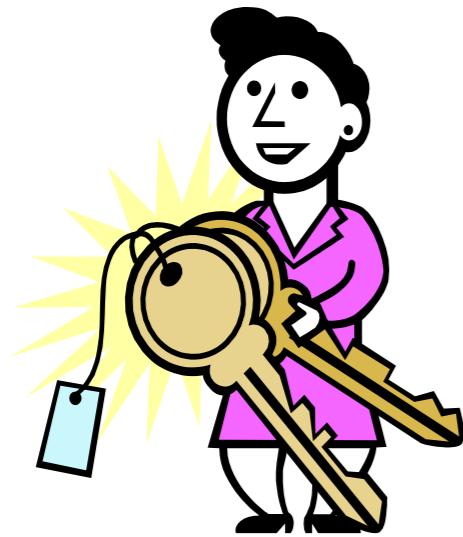
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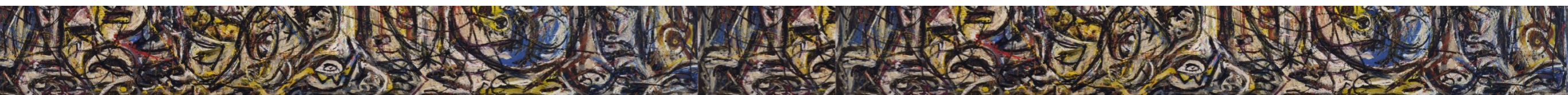


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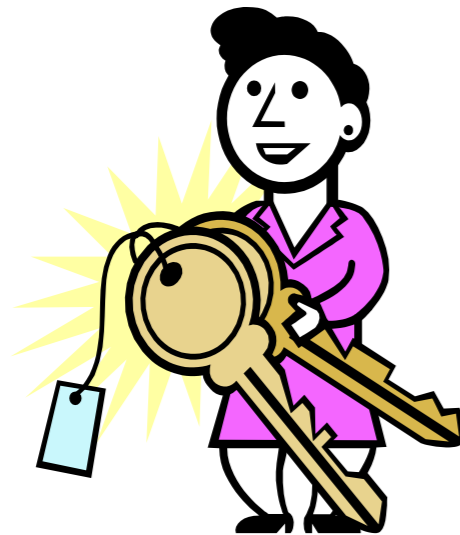
Key Authority



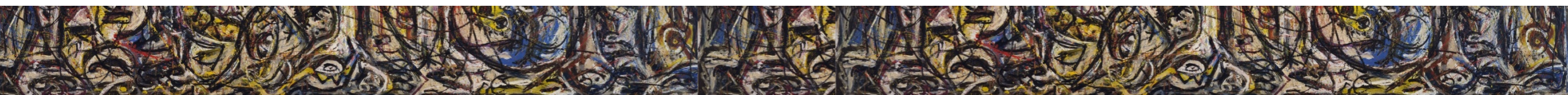
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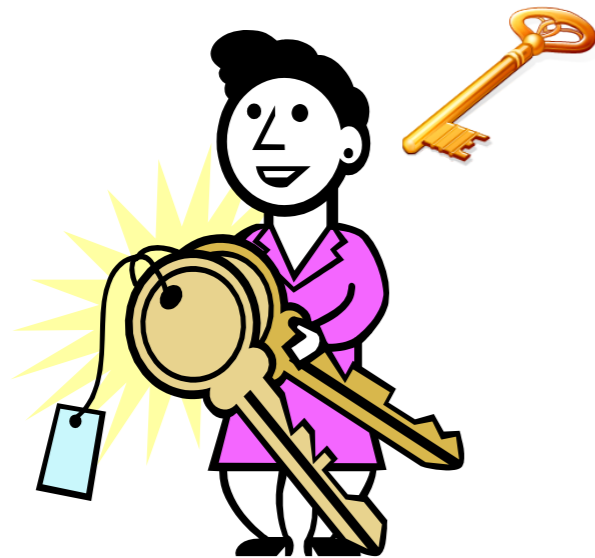
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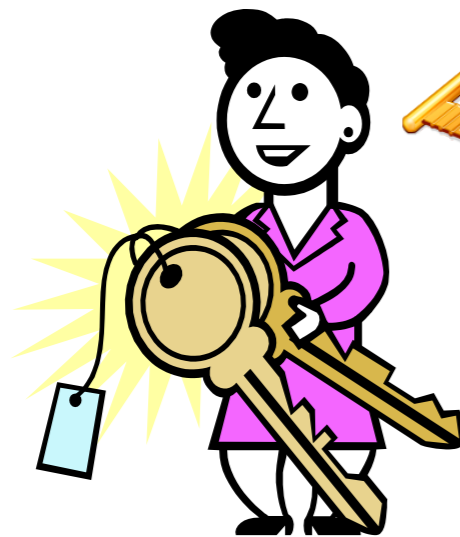
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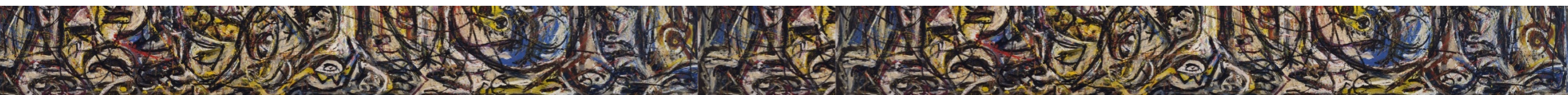
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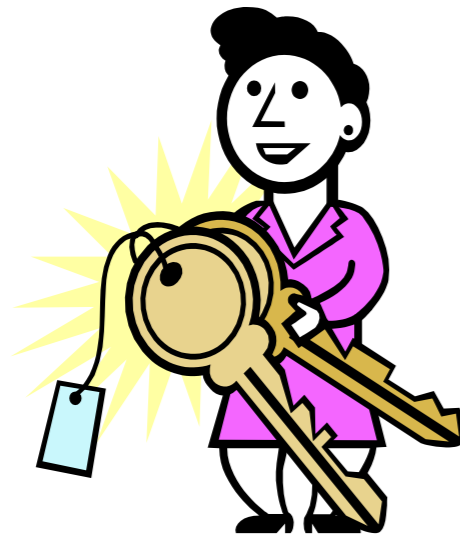
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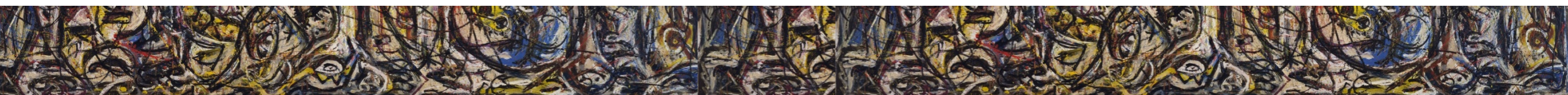
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PROF



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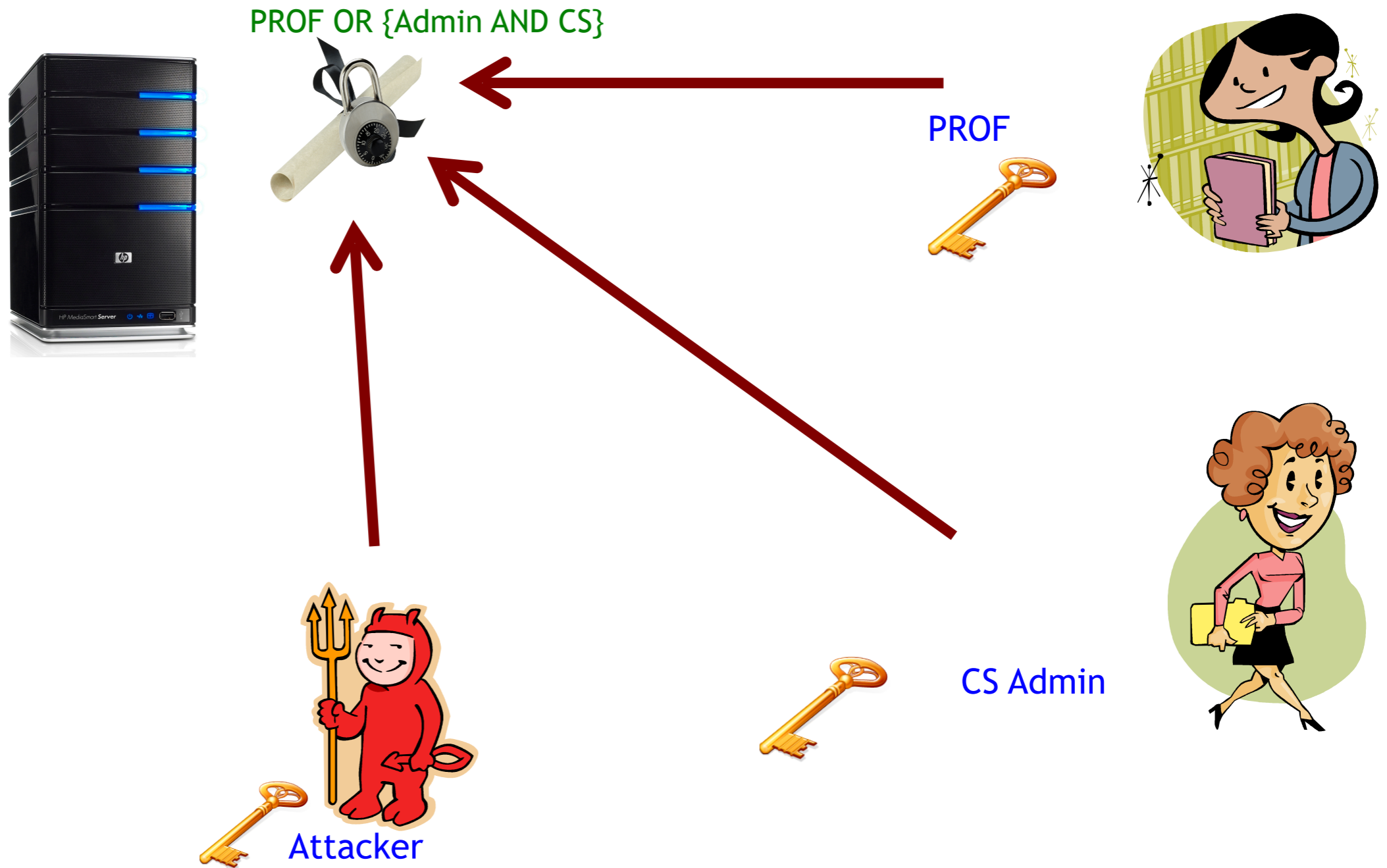
Attacker



CS Admin



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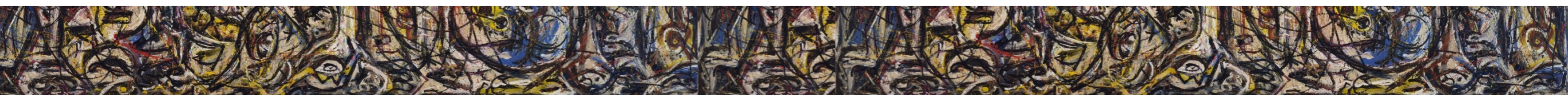
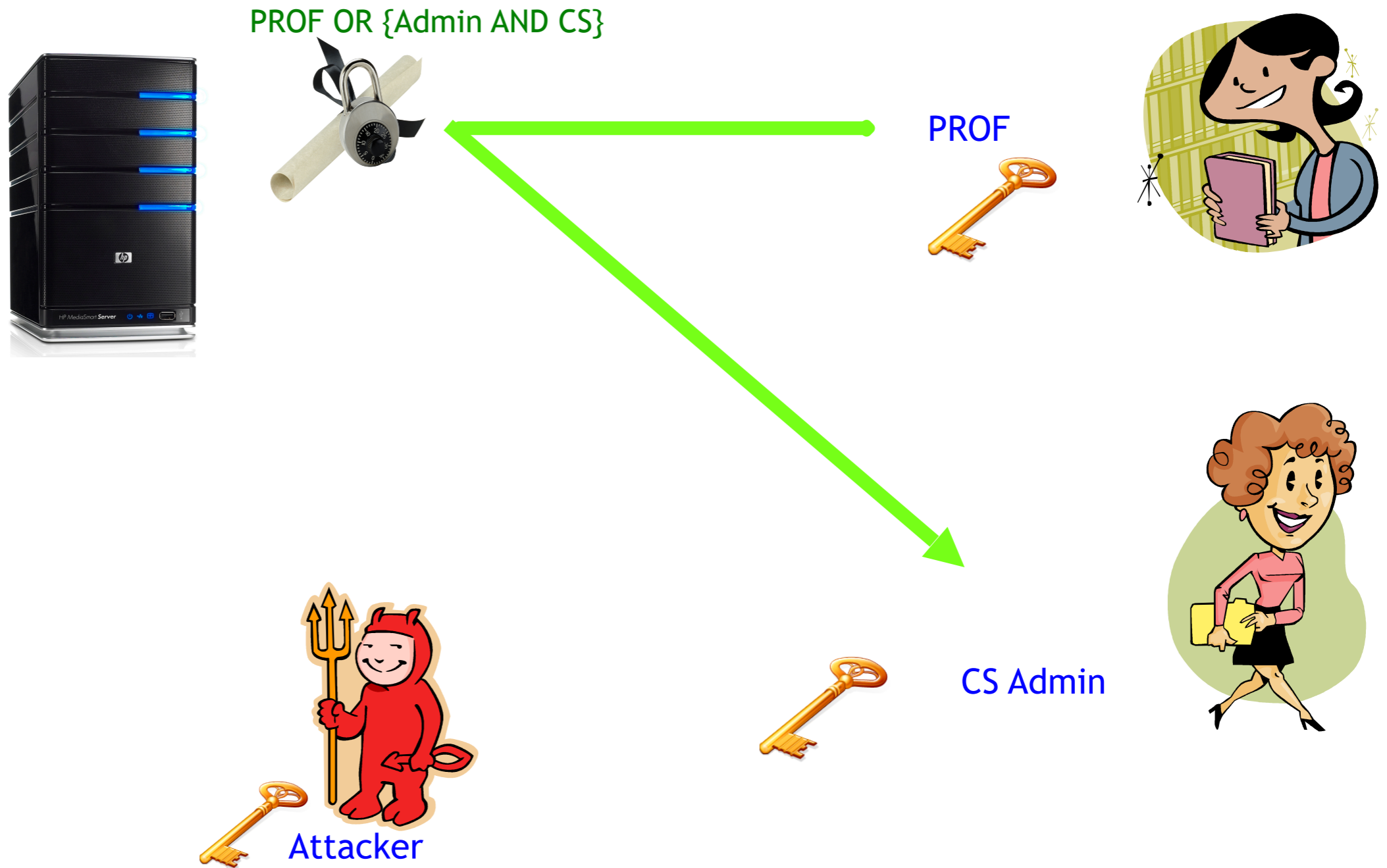


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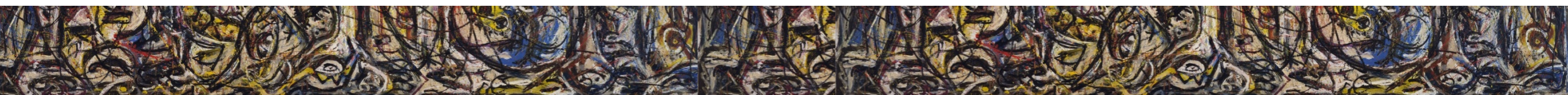
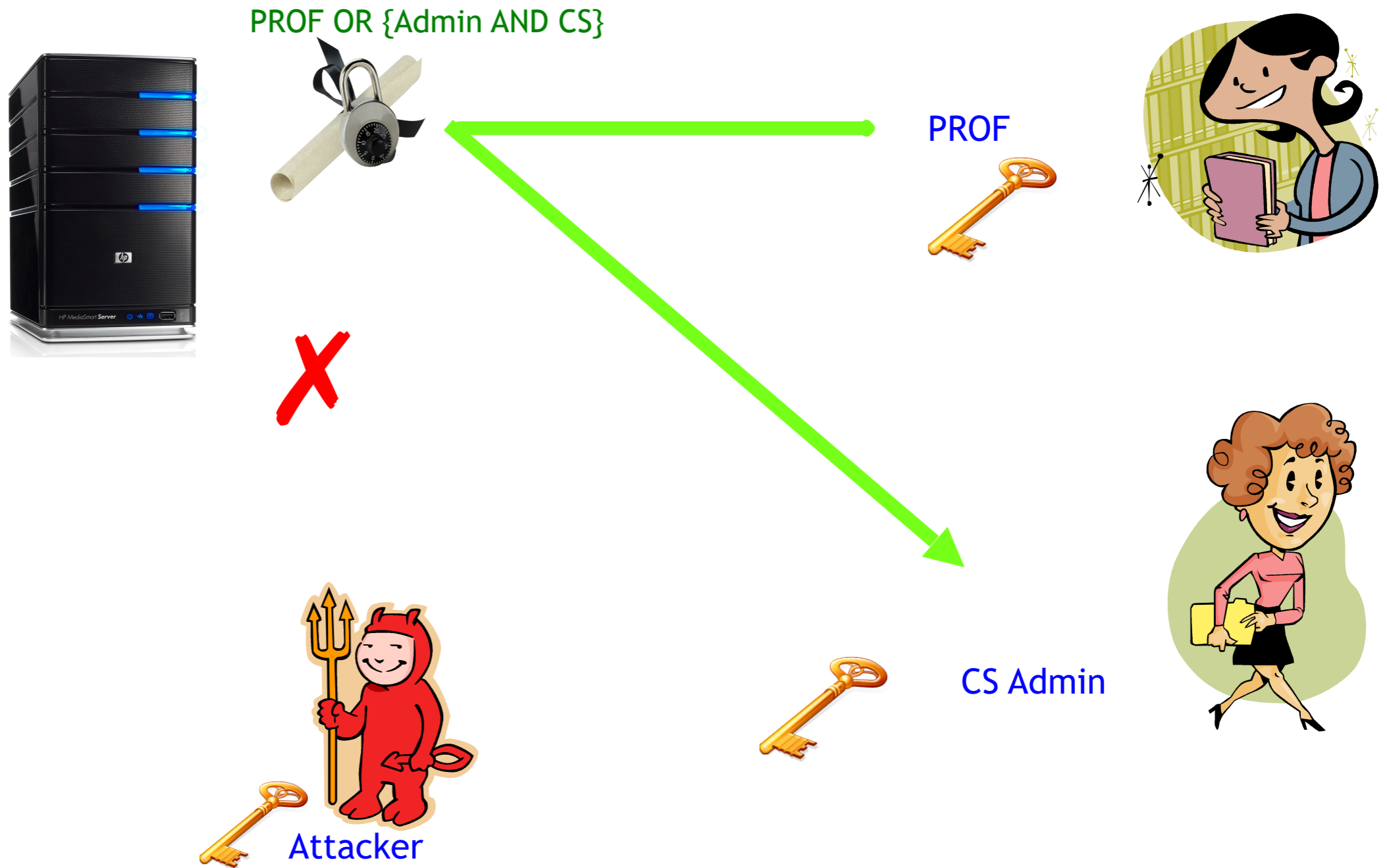




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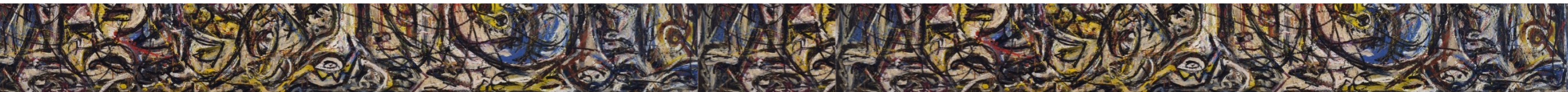




Need New Tools & Techniques!

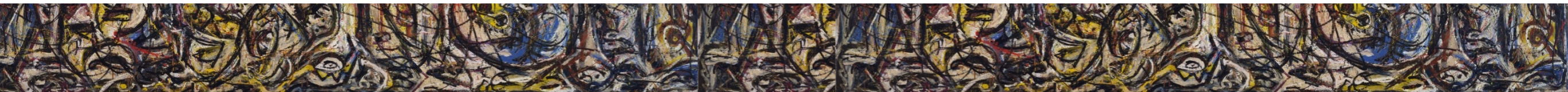
Main Tool: Lattice Trapdoors

# Trapdoor Functions



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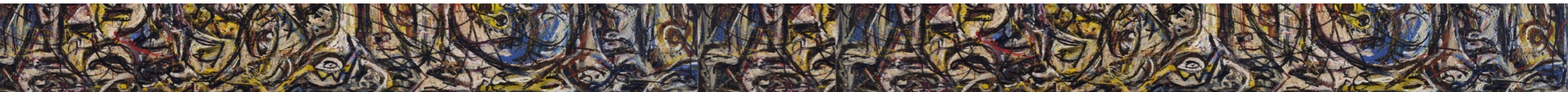
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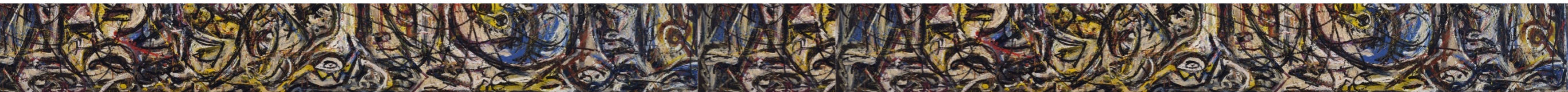
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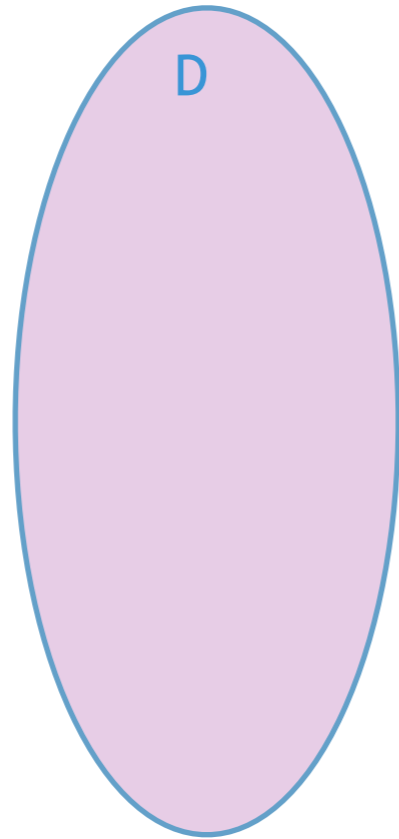
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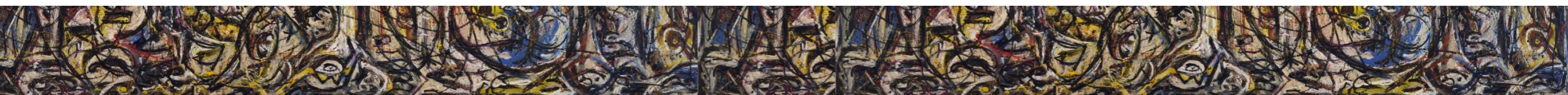
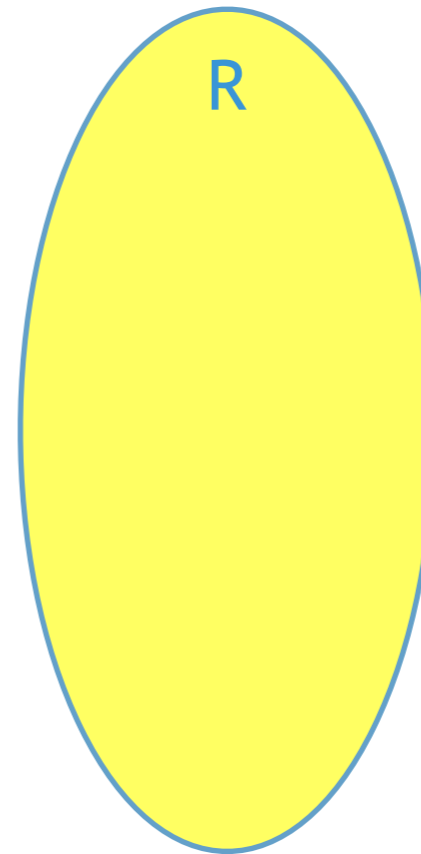
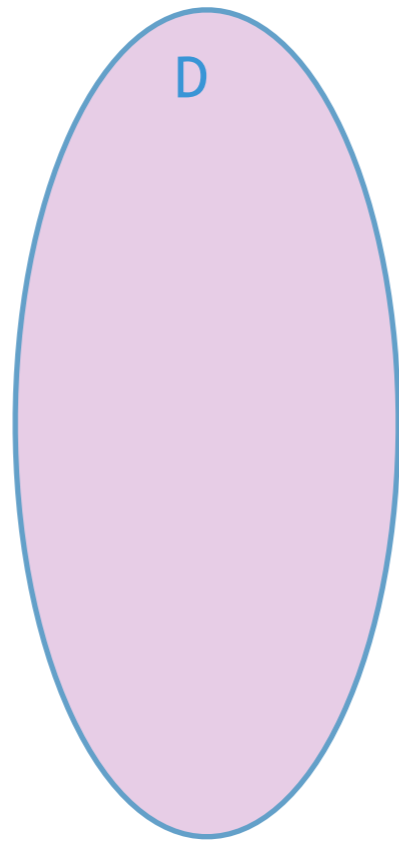




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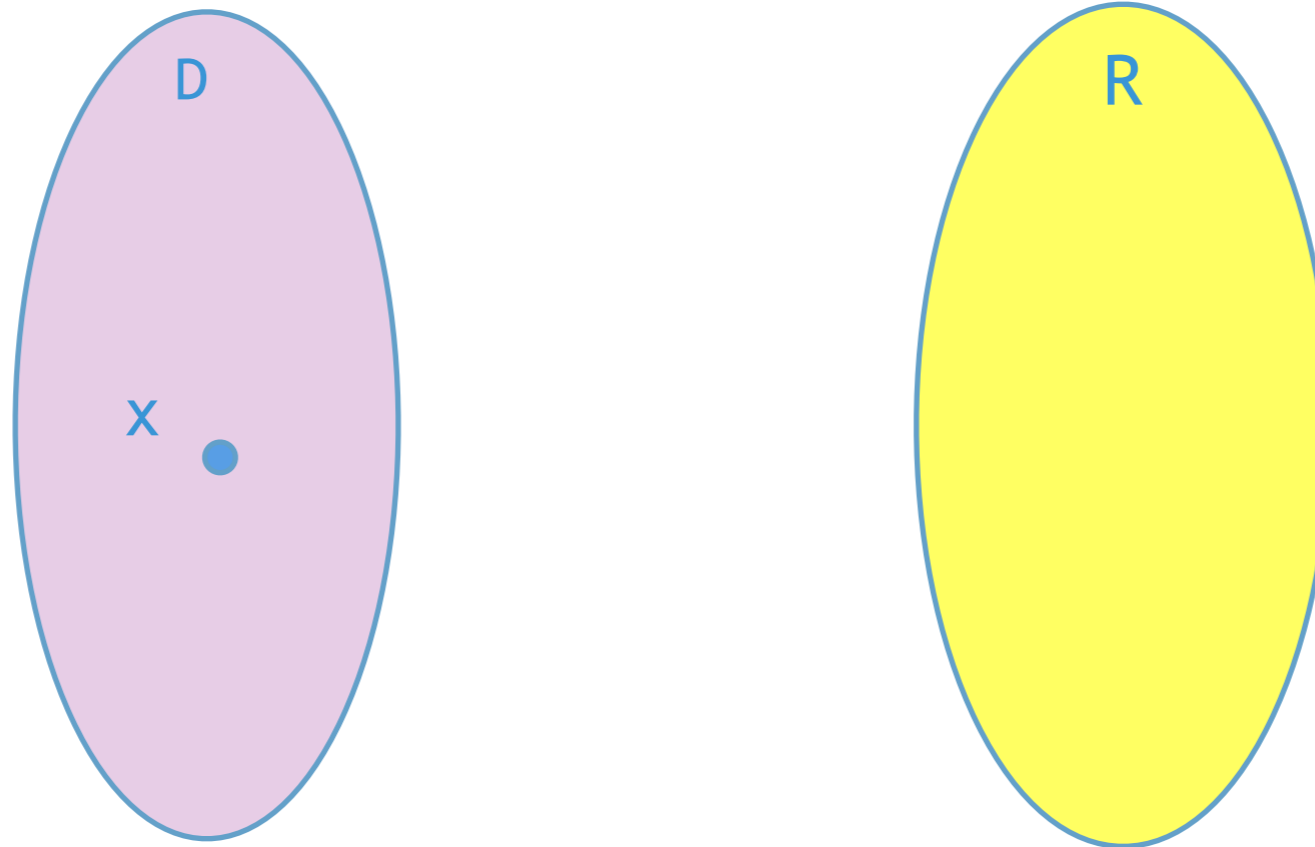
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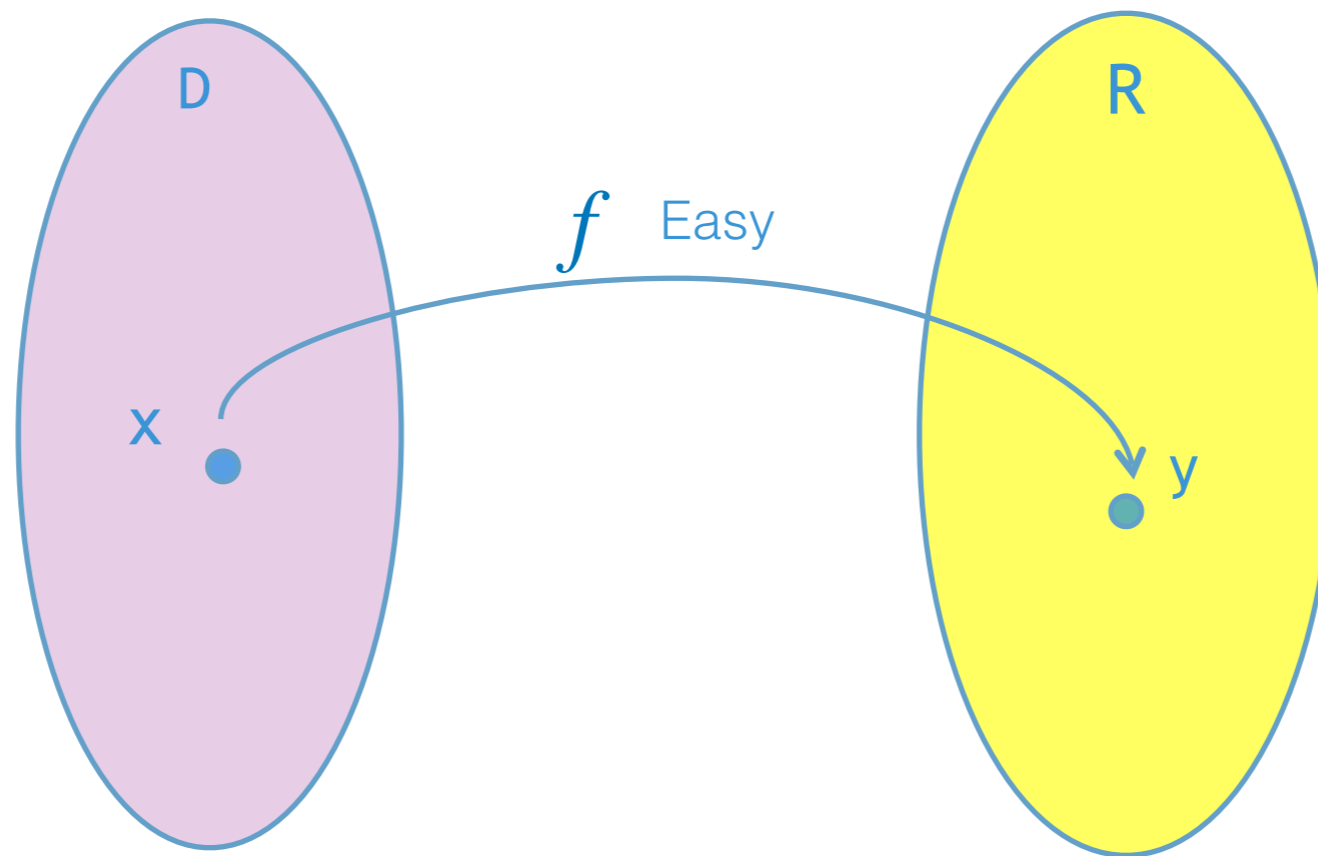
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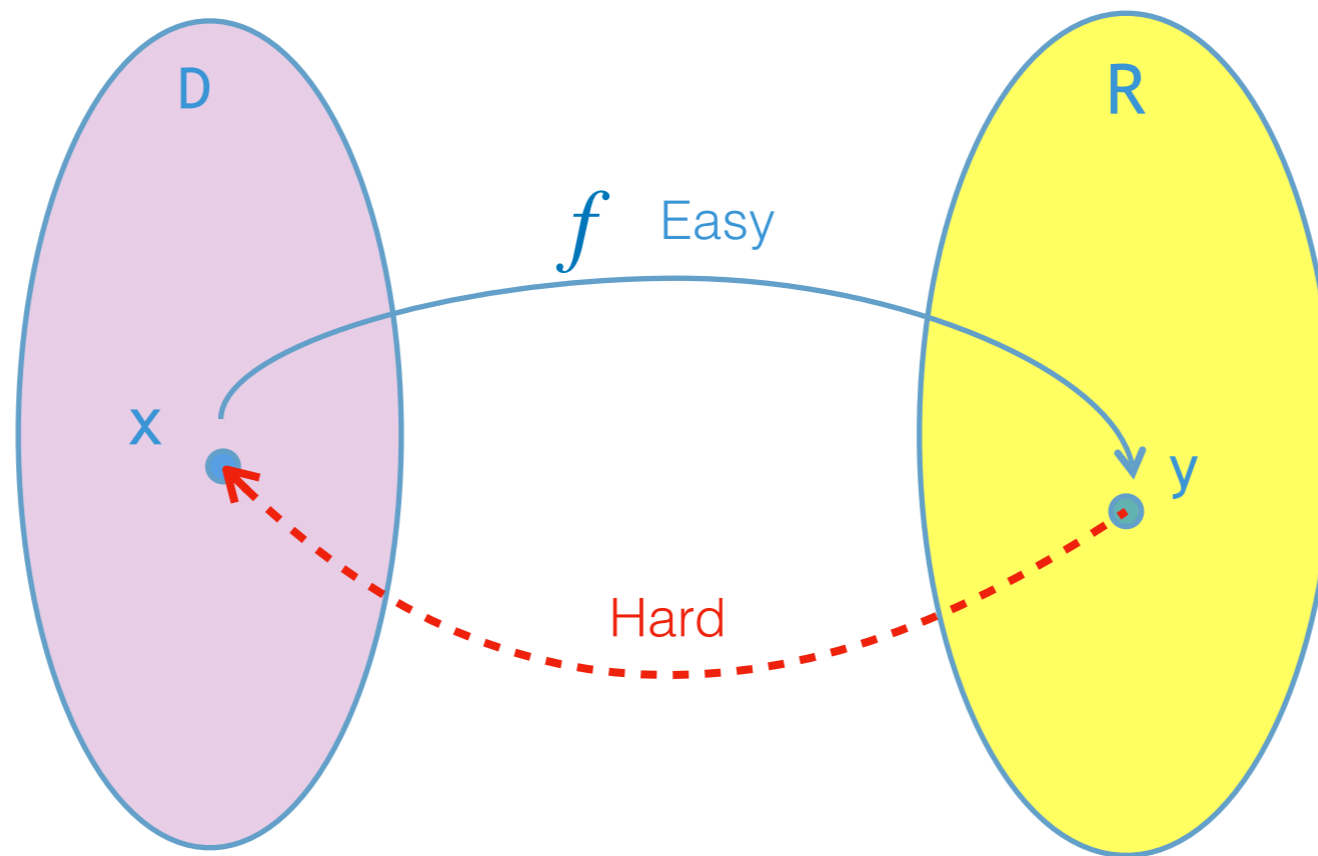
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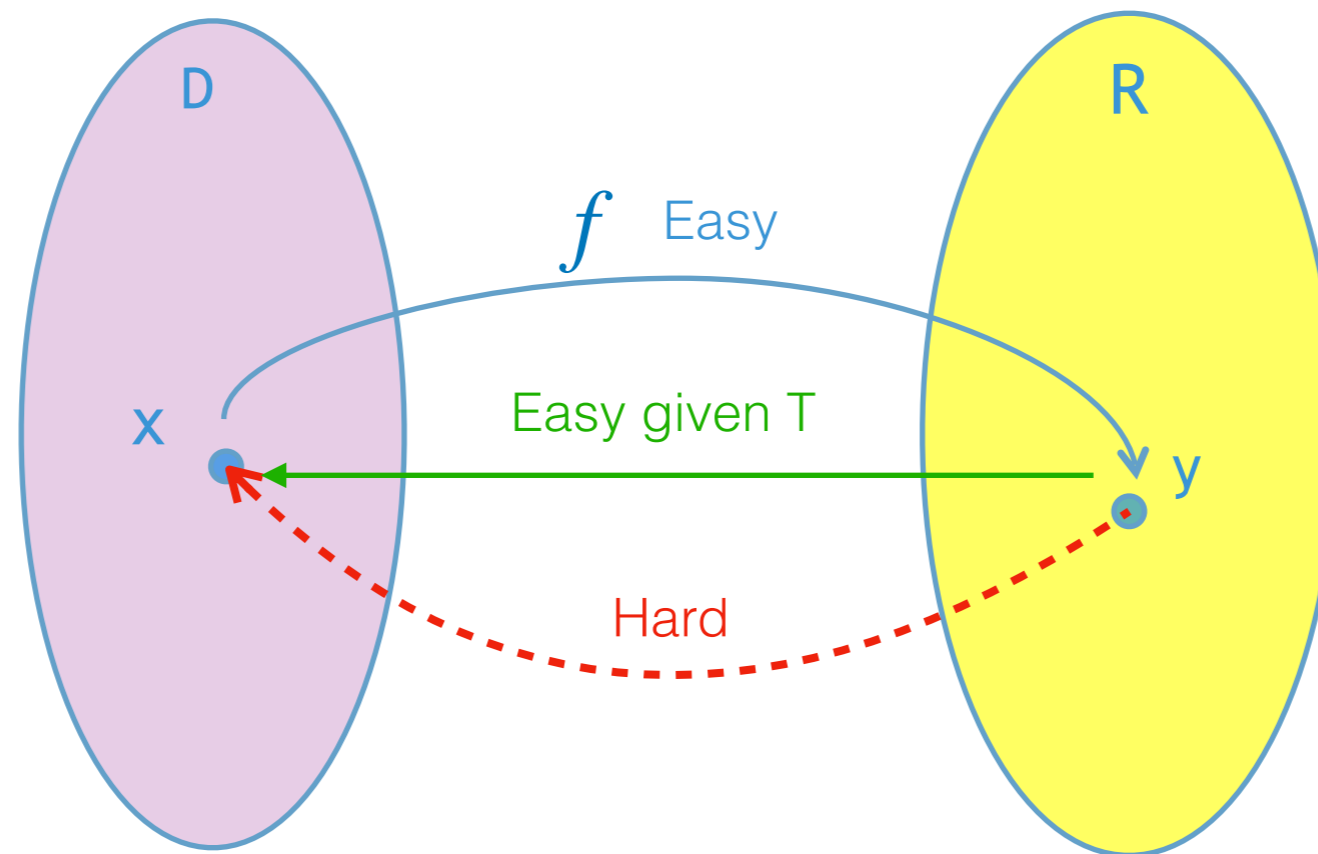
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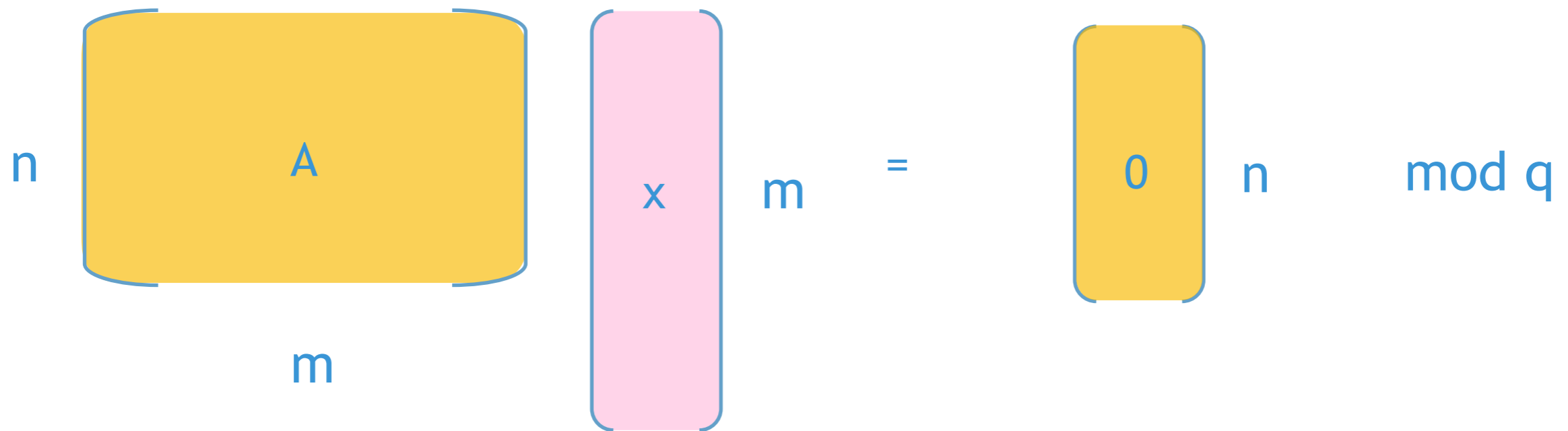


# Short Integer Solution Problem

Let  $\mathbf{A} \in \mathbb{Z}_q^{n \times m}$ ,  $q = \text{poly}(n)$ ,  $m = \Omega(n \log q)$

Given matrix  $\mathbf{A}$ , find “short” (low norm) vector  $\mathbf{x}$  such that

$$\mathbf{A} \mathbf{x} = 0 \pmod{q} \in \mathbb{Z}_q^n$$



# Learning With Errors Problem

Distinguish “noisy inner products” from uniform

Fix uniform  $s \in Z_q^n$

$$a_1, b_1 = \langle a_1, s \rangle + e_1$$

$$a_2, b_2 = \langle a_2, s \rangle + e_2$$

⋮

$$a_m, b_m = \langle a_m, s \rangle + e_m$$

VS

$$a'_1, b'_1$$

$$a'_2, b'_2$$

⋮

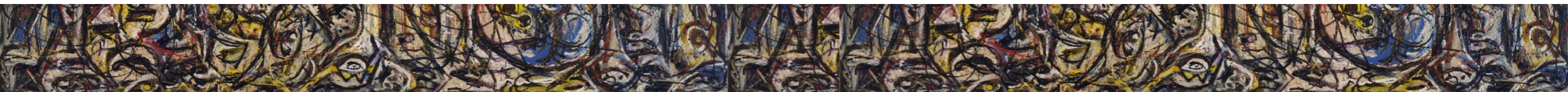
$$a'_m, b'_m$$

$a_i$  uniform  $\in Z_q^n$ ,  $e_i \sim \phi \in Z_q$

$a_i$  uniform  $\in Z_q^n$ ,  $b_i$  uniform  $\in Z_q$

# Lattice Based One Way Functions

**Public Key**  $A \in \mathbb{Z}_q^{n \times m}$ ,  $q = \text{poly}(n)$ ,  $m = \Omega(n \log q)$





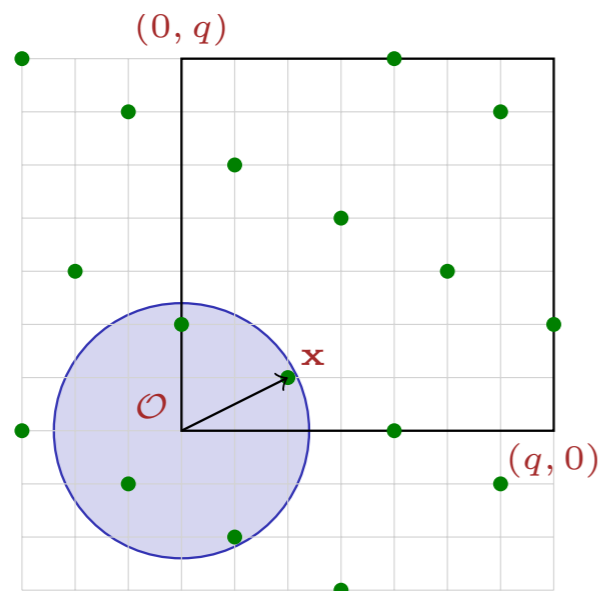
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## Based on SIS

$$f_{\mathbf{A}}(\mathbf{x}) = \mathbf{A} \mathbf{x} \pmod{q} \in \mathbb{Z}_q^n$$

- Short  $\mathbf{x}$ , surjective
- CRHF if SIS is hard [Ajt96...]



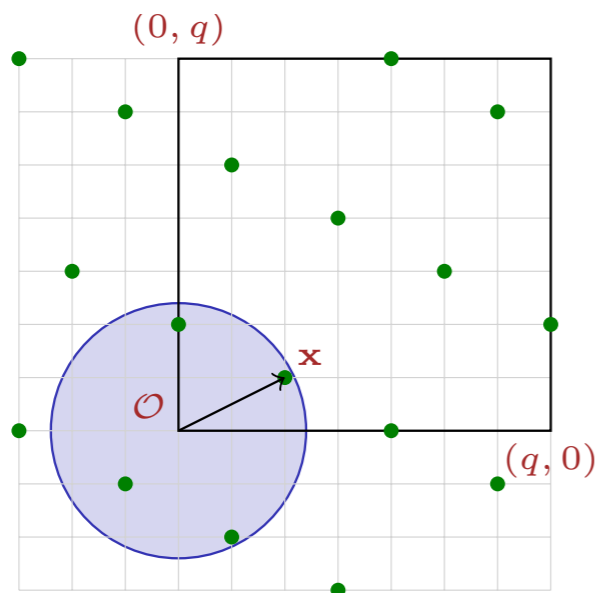
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## Based on LWE

$$g_{\mathbf{A}}(\mathbf{s}, \mathbf{e}) = \mathbf{s}^t \mathbf{A} + \mathbf{e}^t \pmod{q} \in \mathbb{Z}_q^m$$

- Very short  $\mathbf{e}$ , injective
- OWF if LWE is hard [Reg05...]

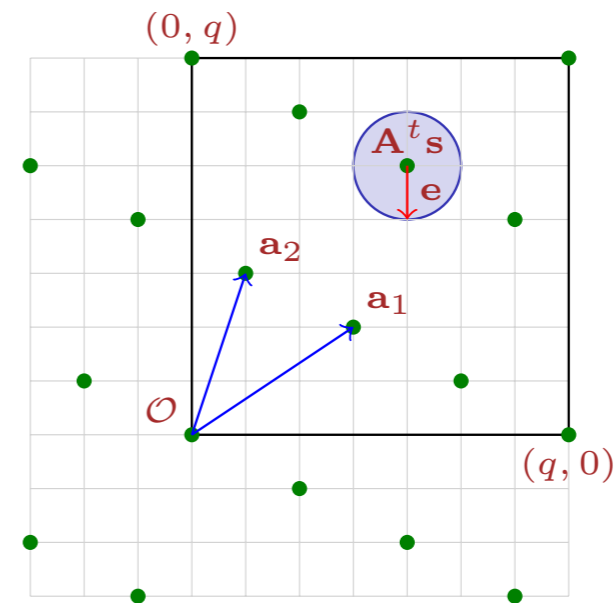


Image Credit: MP12 slides

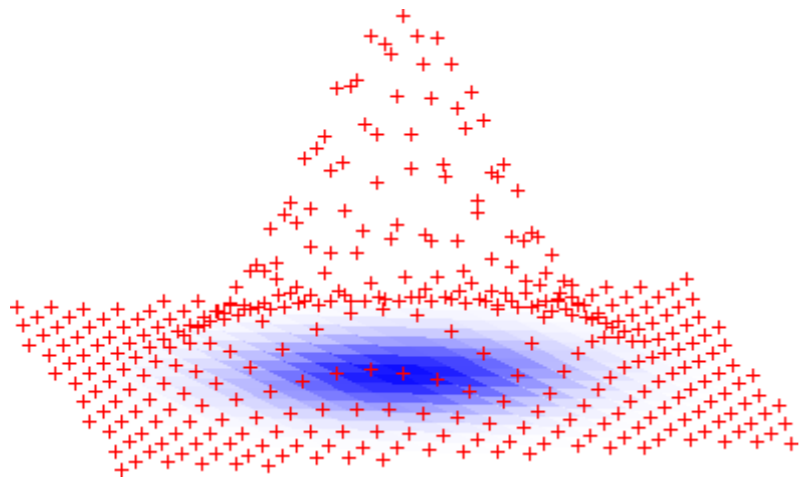
# Inverting functions for Crypto

- Given  $\mathbf{u} = f_{\mathbf{A}}(\mathbf{x}) = \mathbf{A} \mathbf{x} \pmod{q}$

- Sample

$$\mathbf{x}' \leftarrow f_{\mathbf{A}}^{-1}(\mathbf{u})$$

with prob  $\propto \exp(-\|\mathbf{x}'\|^2/\sigma^2)$



And

- Given  $g_{\mathbf{A}}(\mathbf{s}, \mathbf{e}) = \mathbf{s}^t \mathbf{A} + \mathbf{e}^t \pmod{q}$

- Find unique  $(\mathbf{s}, \mathbf{e})$

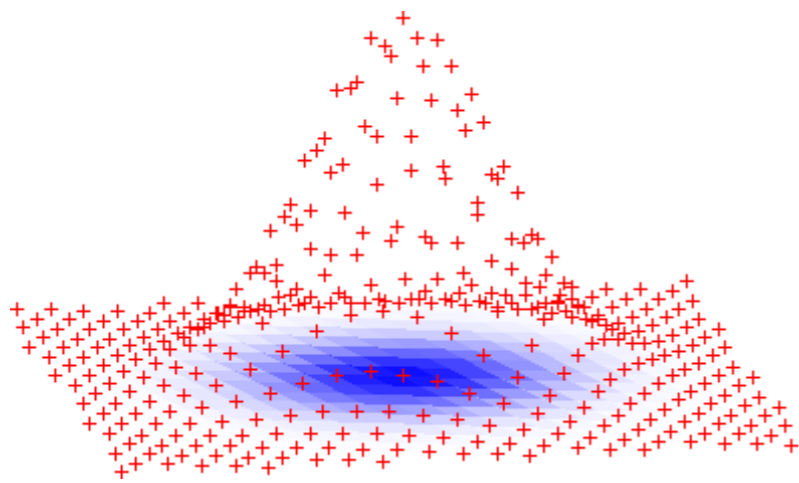
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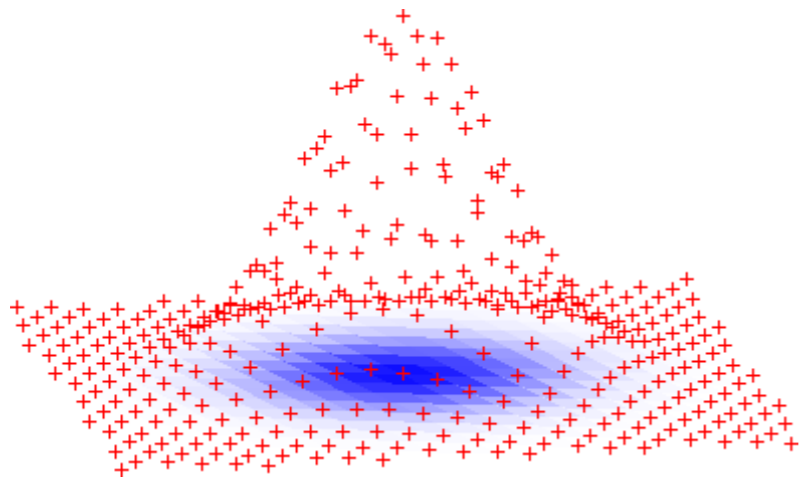
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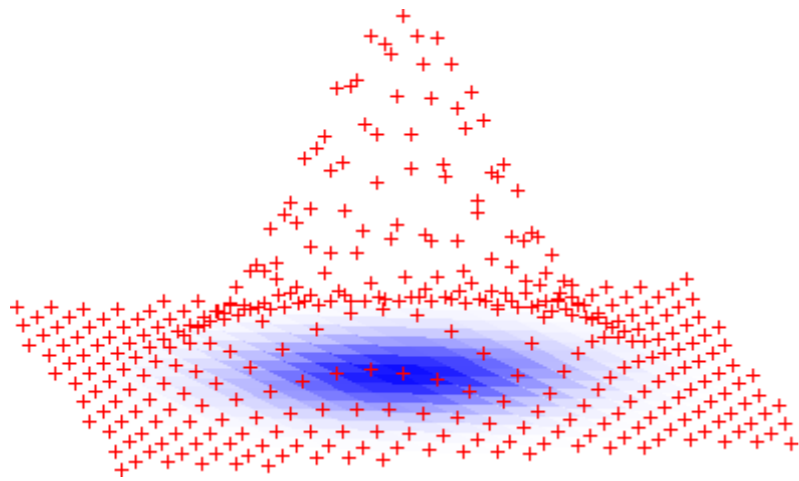
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Preimage Sampleable Trapdoor Functions!

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Generate  $(x, y)$  in two equivalent ways

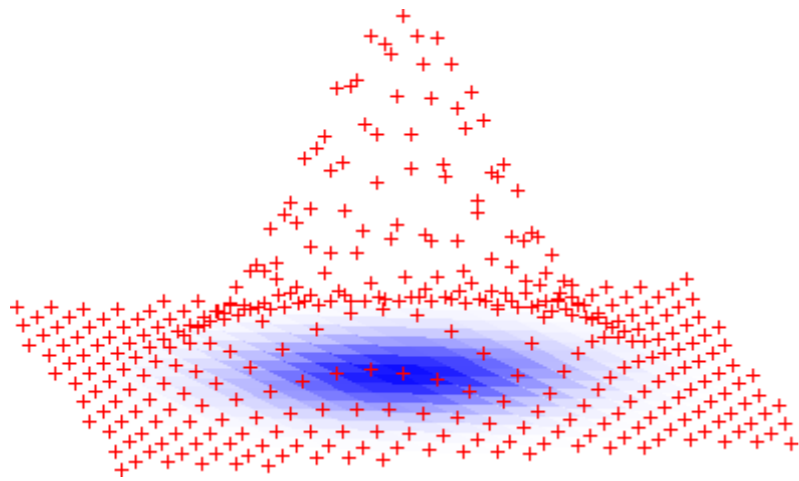
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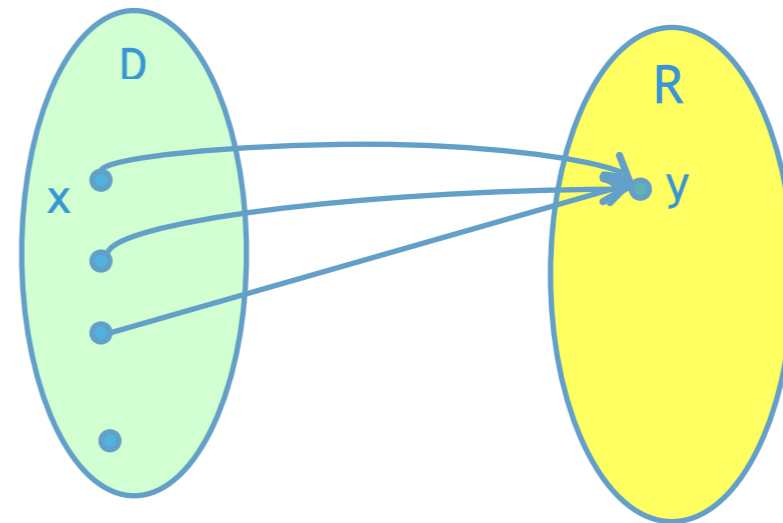
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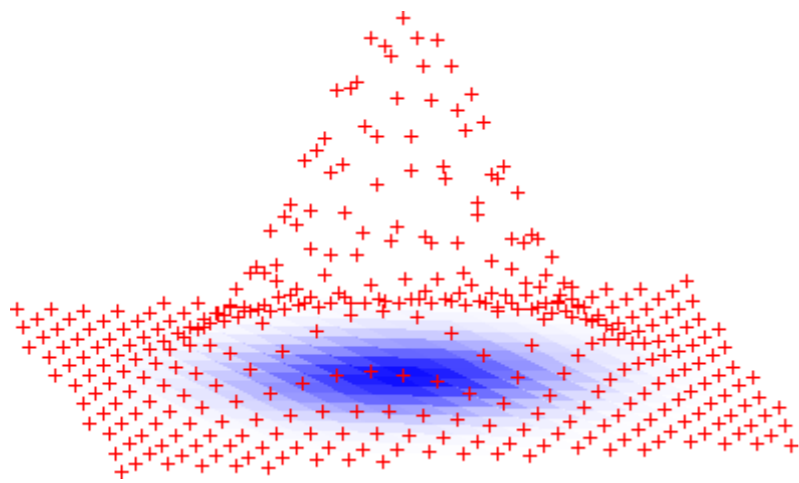
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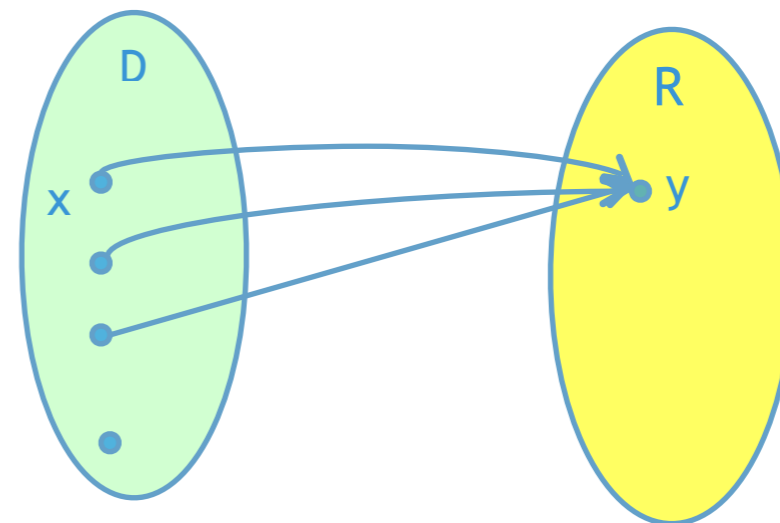
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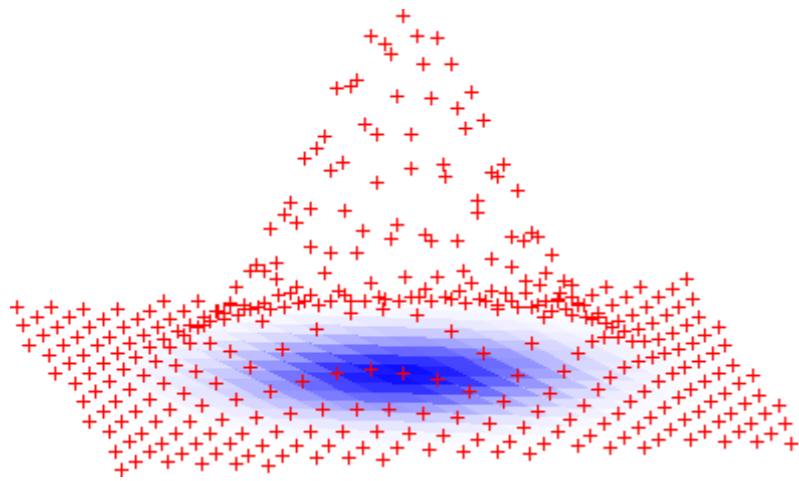
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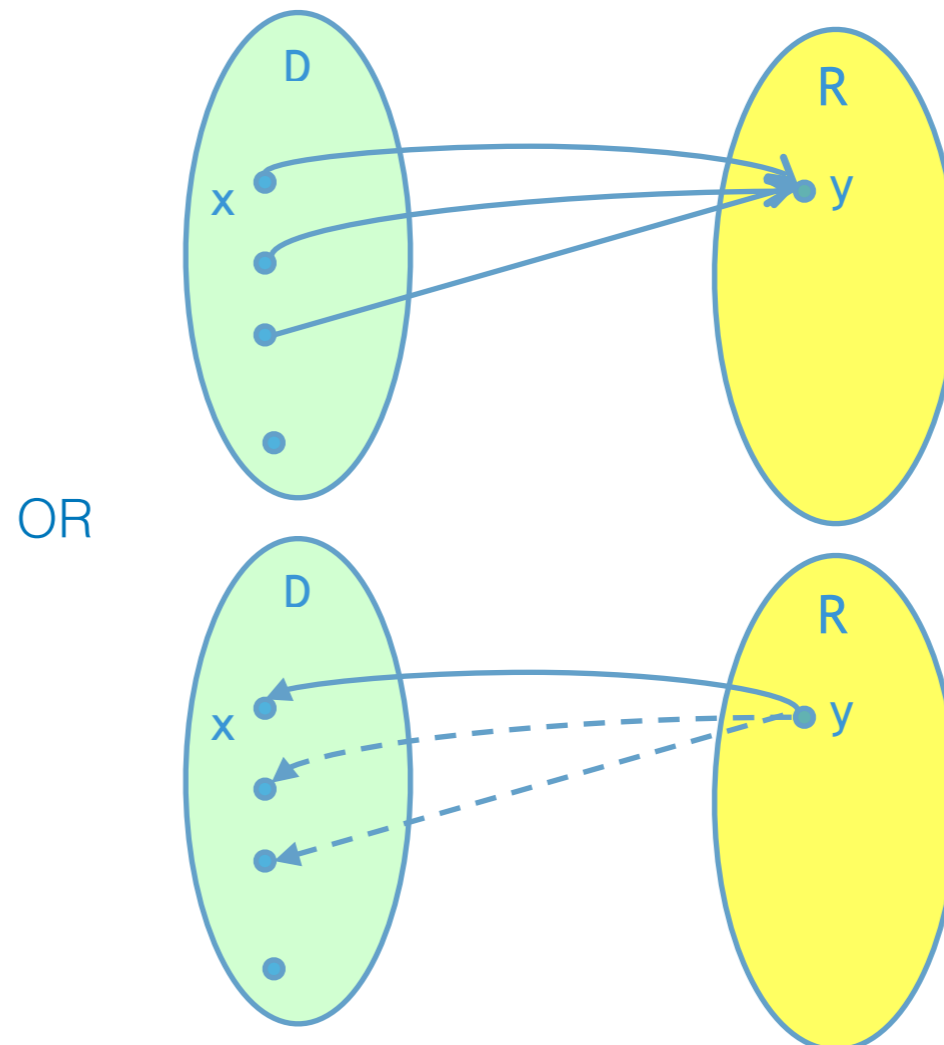
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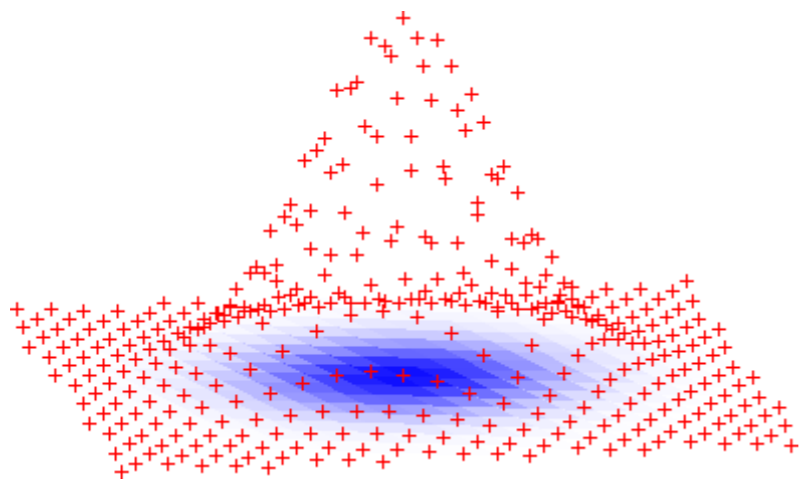
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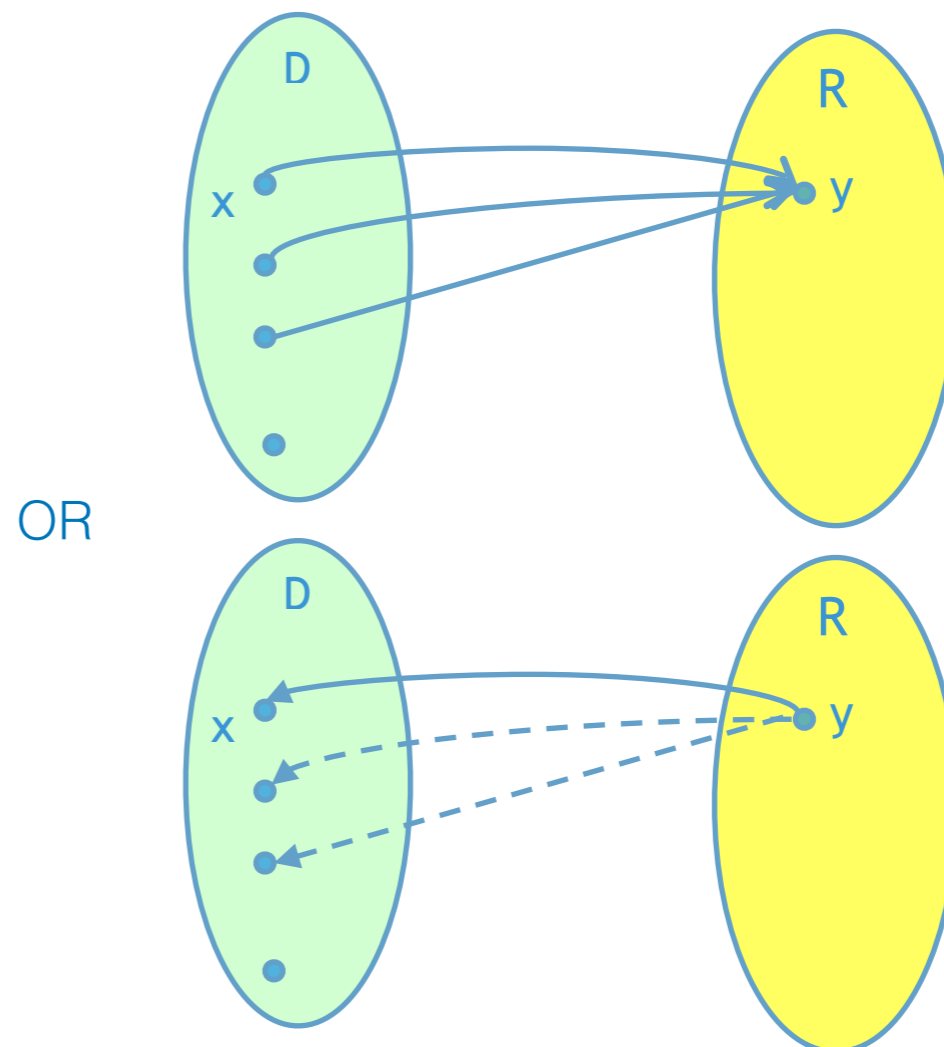
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Same Distribution (Discrete Gaussian, Uniform) !

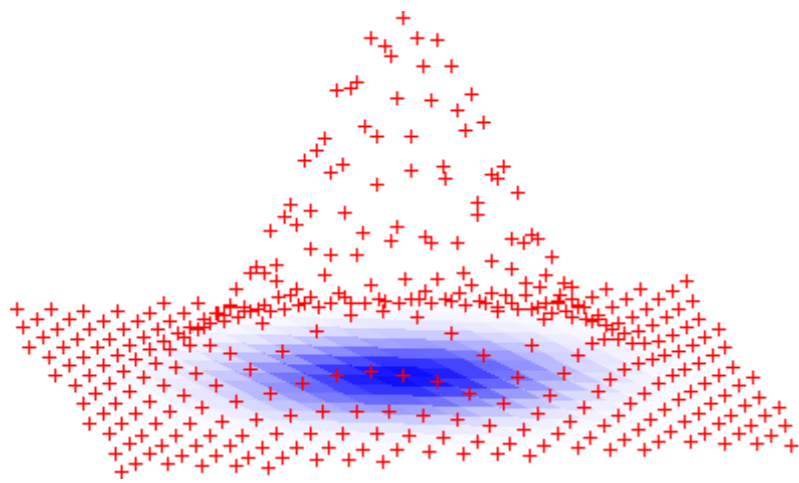
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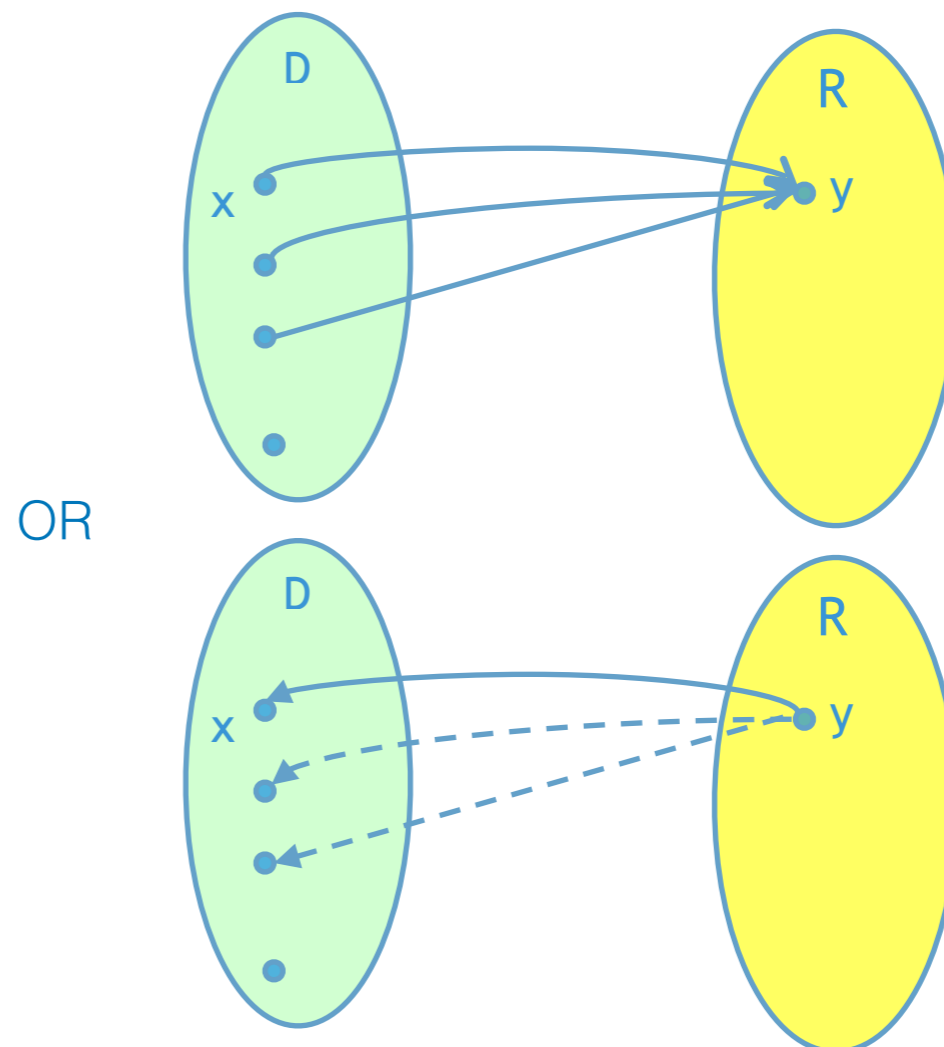
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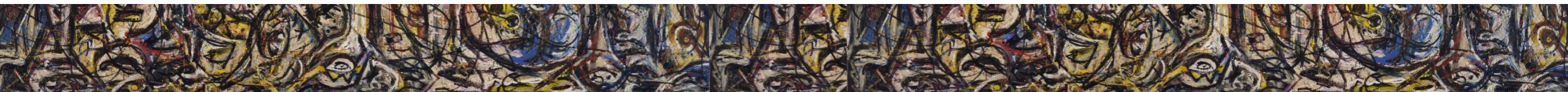
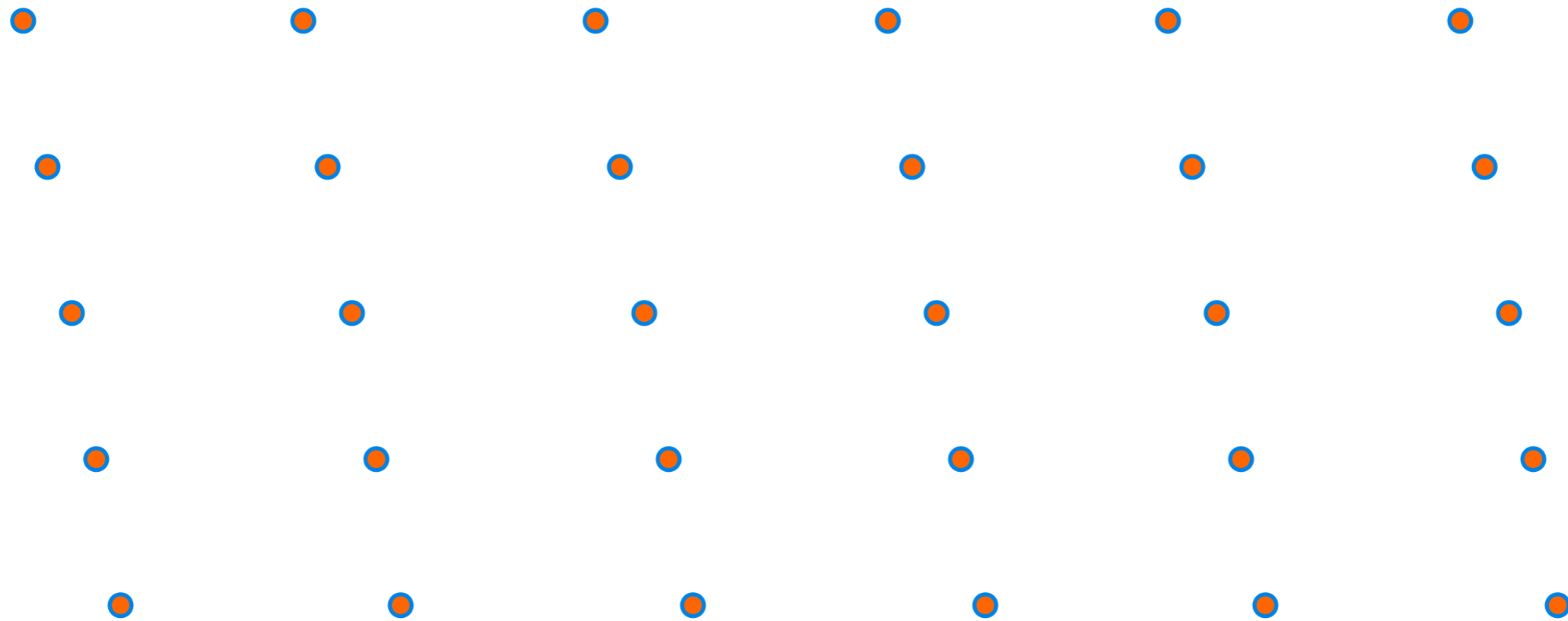


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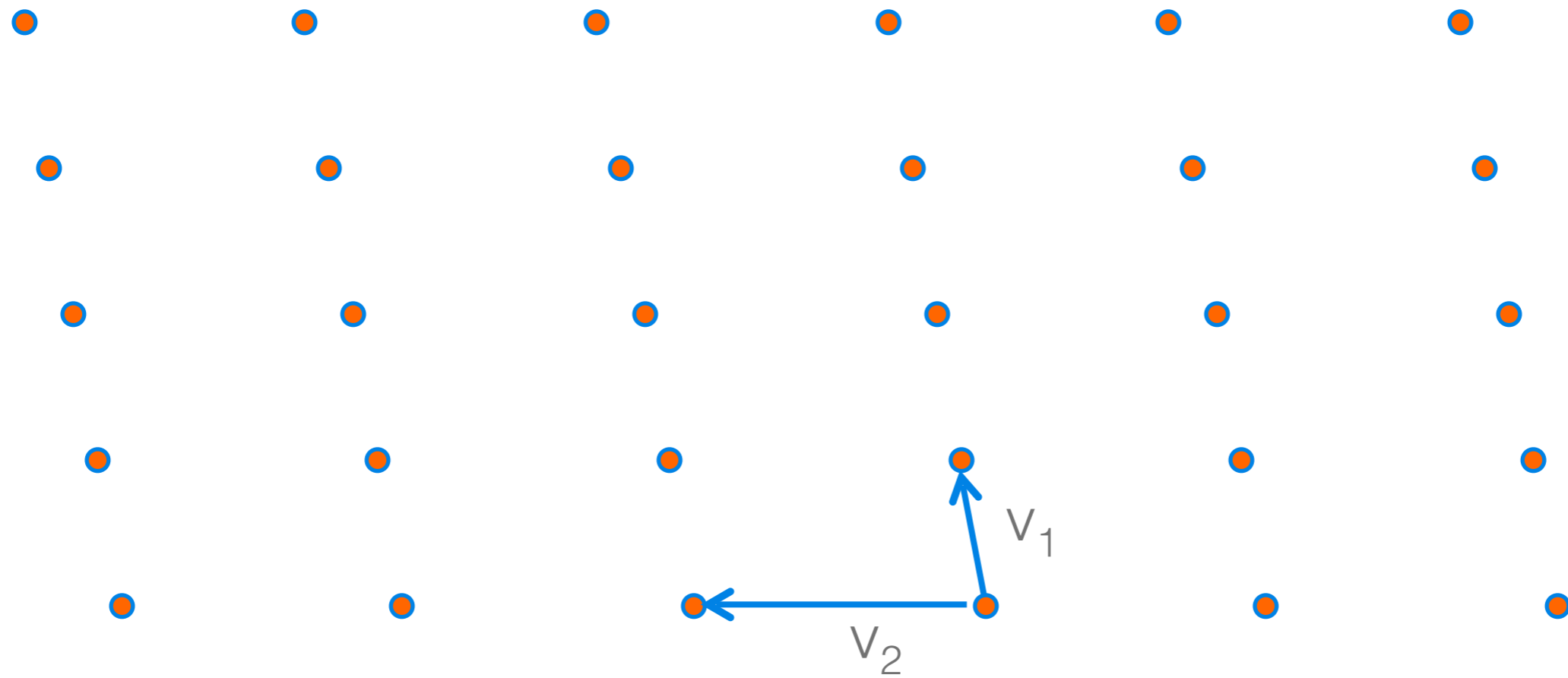
An abstract painting featuring a dense, chaotic composition of swirling black lines and vibrant colors. The colors include shades of blue, yellow, red, purple, and white, creating a complex, textured surface. The overall effect is one of intense energy and movement.

What do these trapdoors look like?

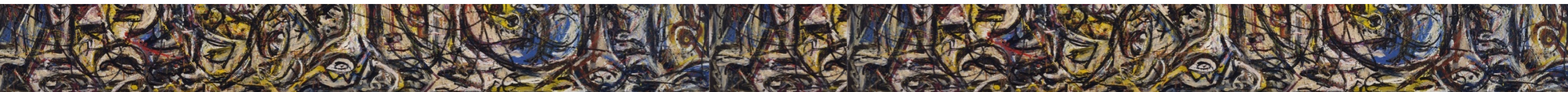
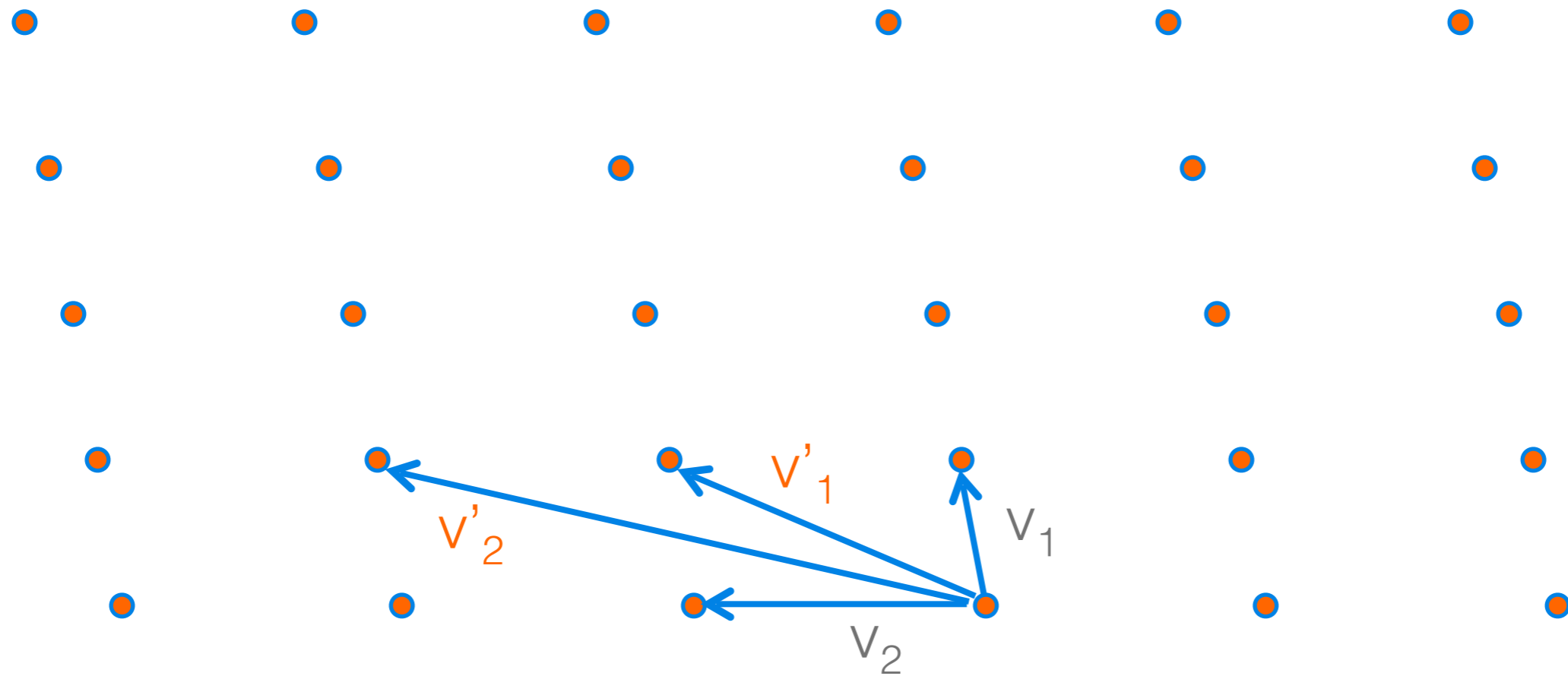
# Lattice Trapdoors (Type 1): Geometric View



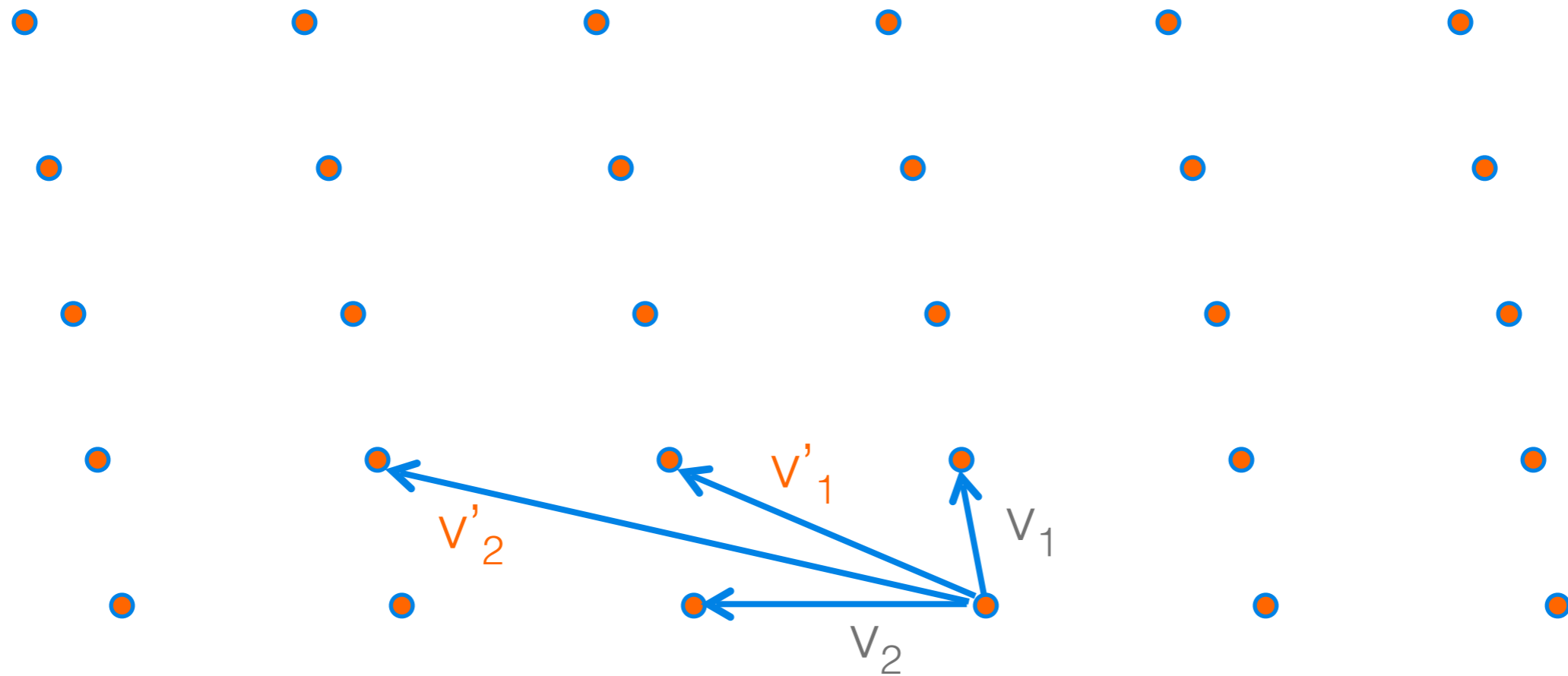
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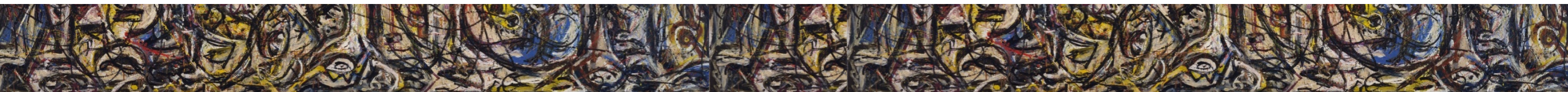
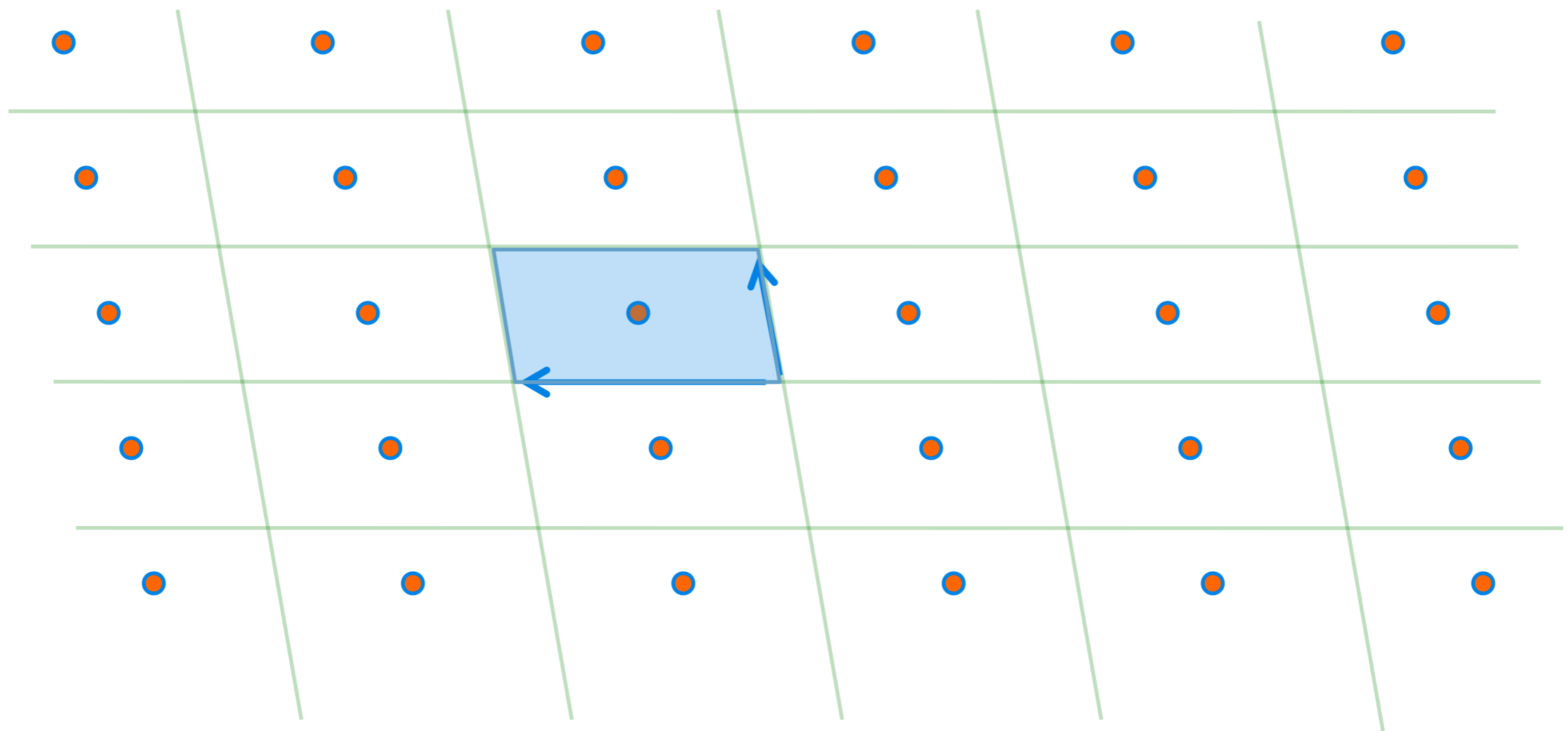
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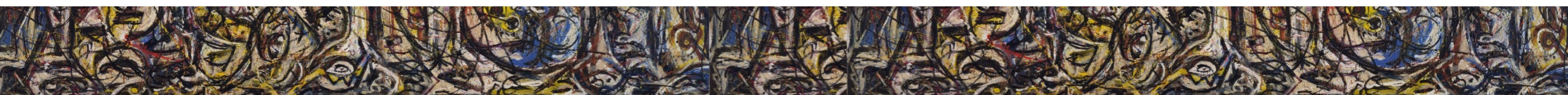
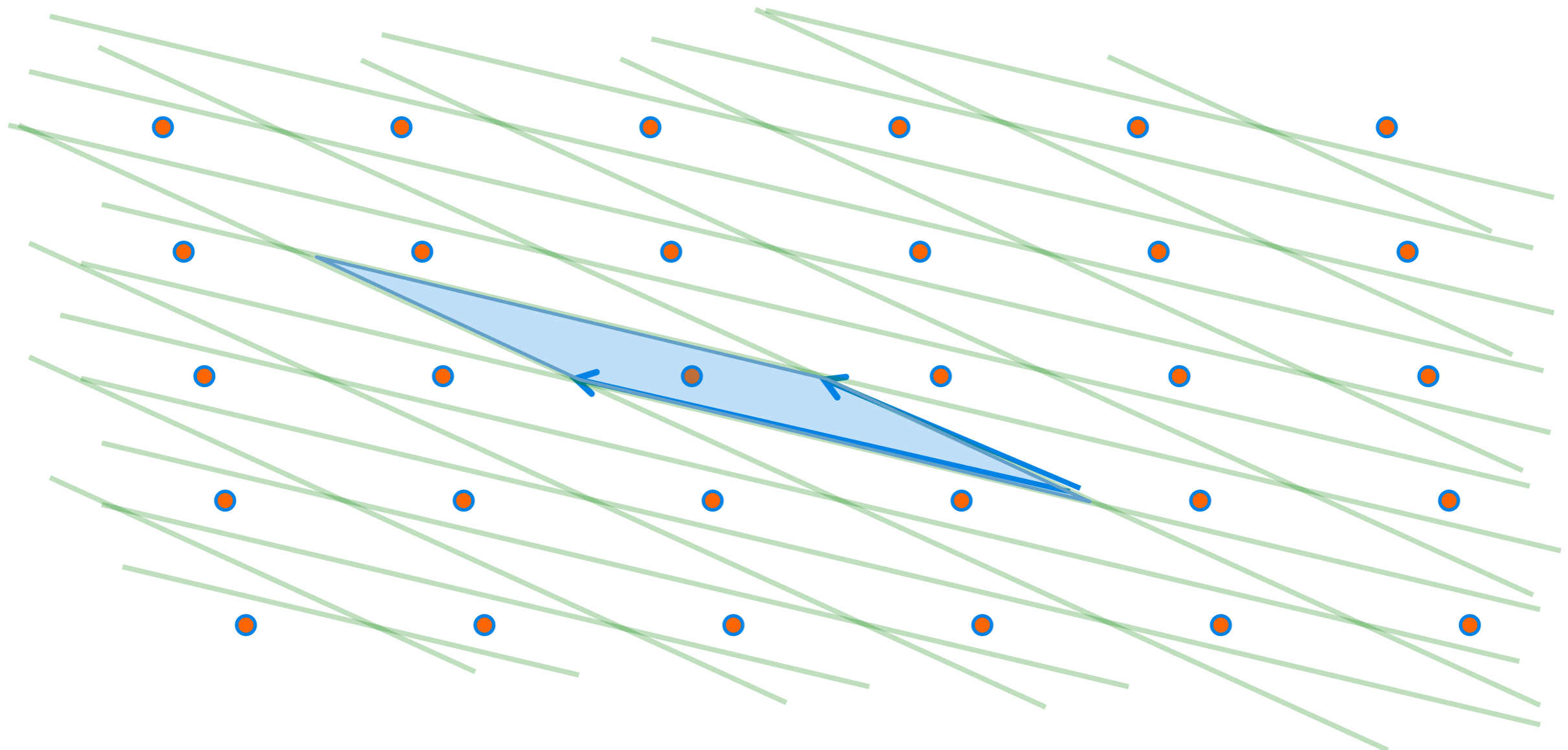
Multiple Bases



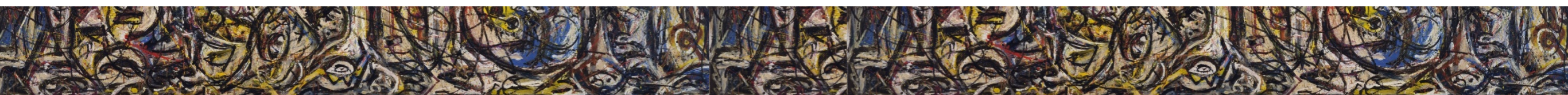
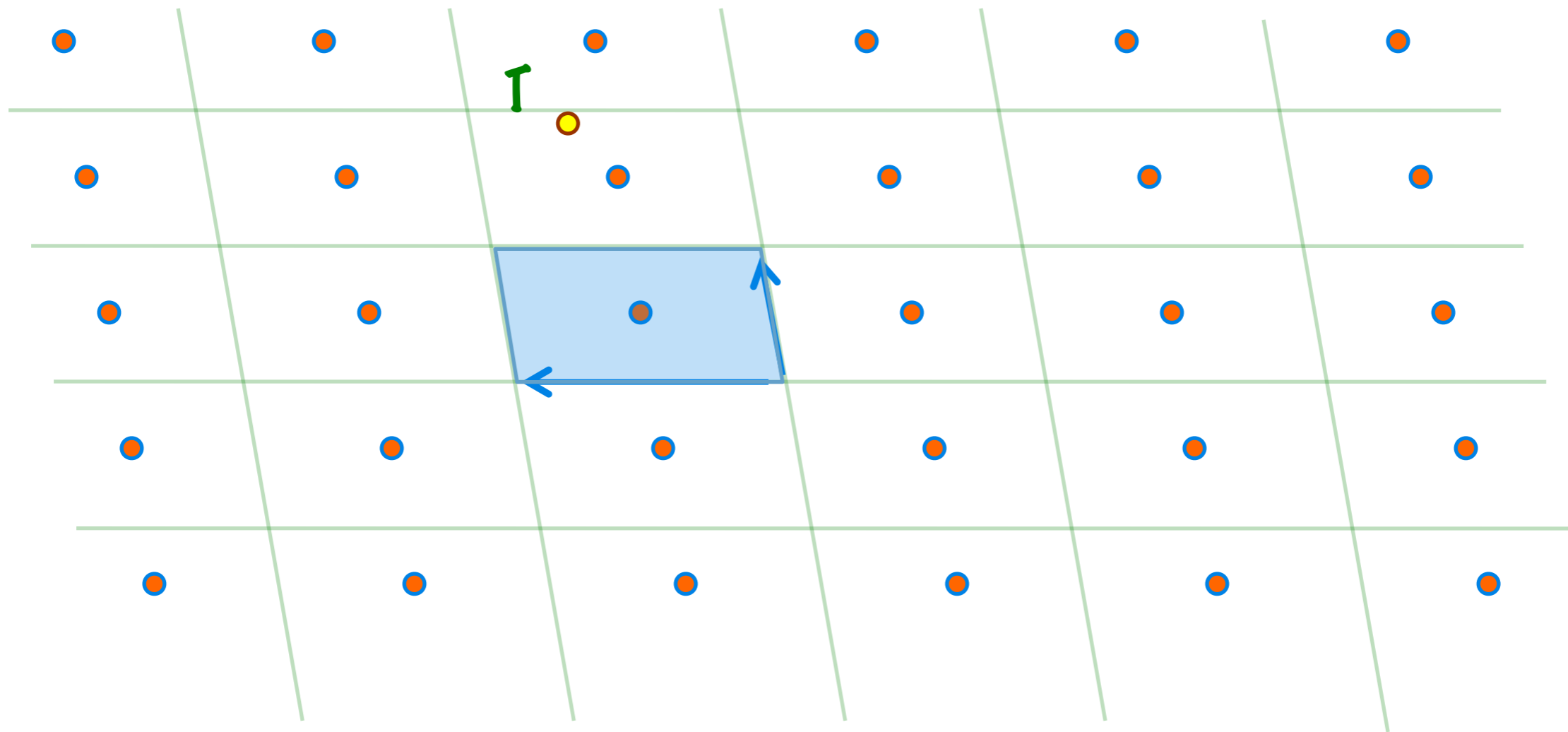
# Parallelopipeds



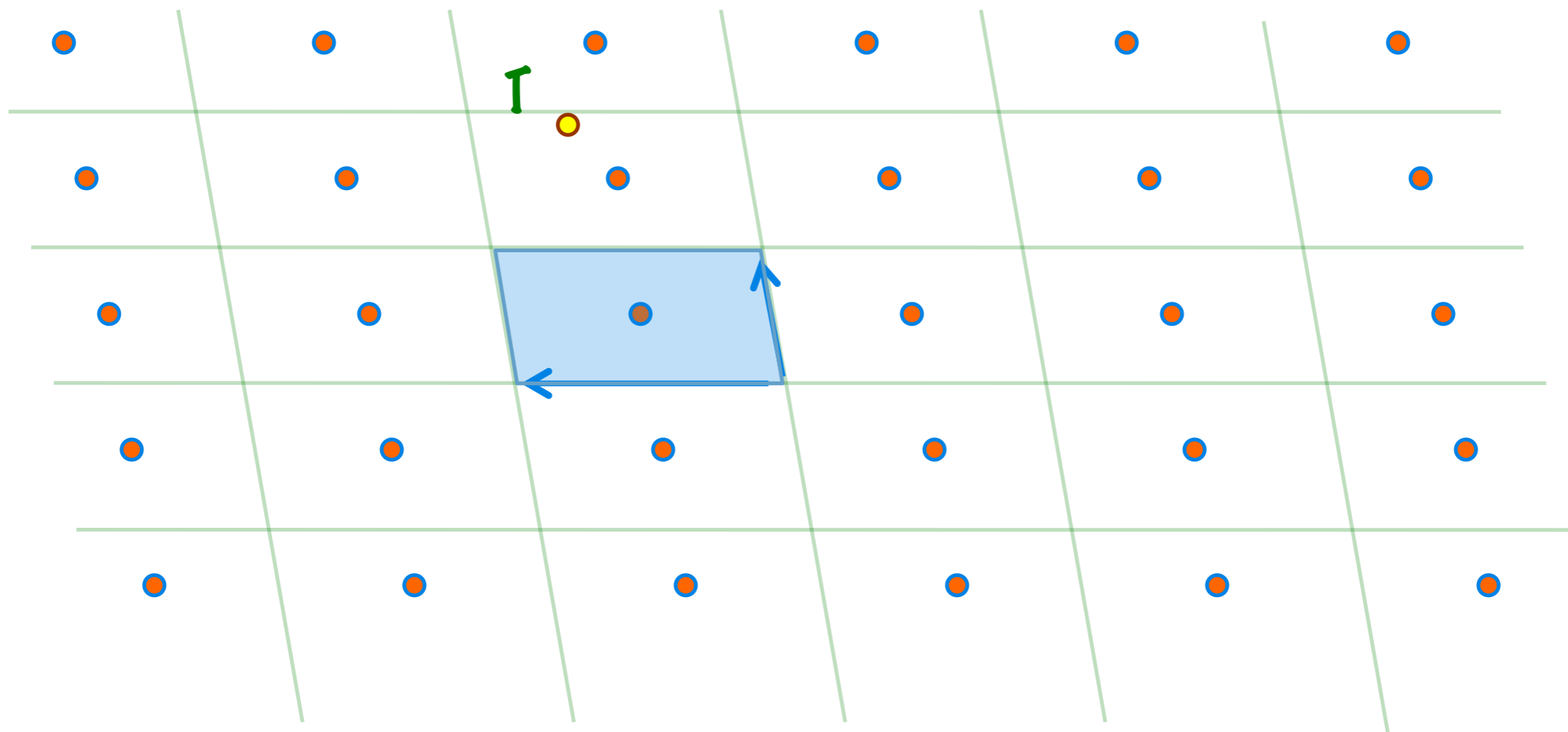
# Parallelopipeds



# Good Basis



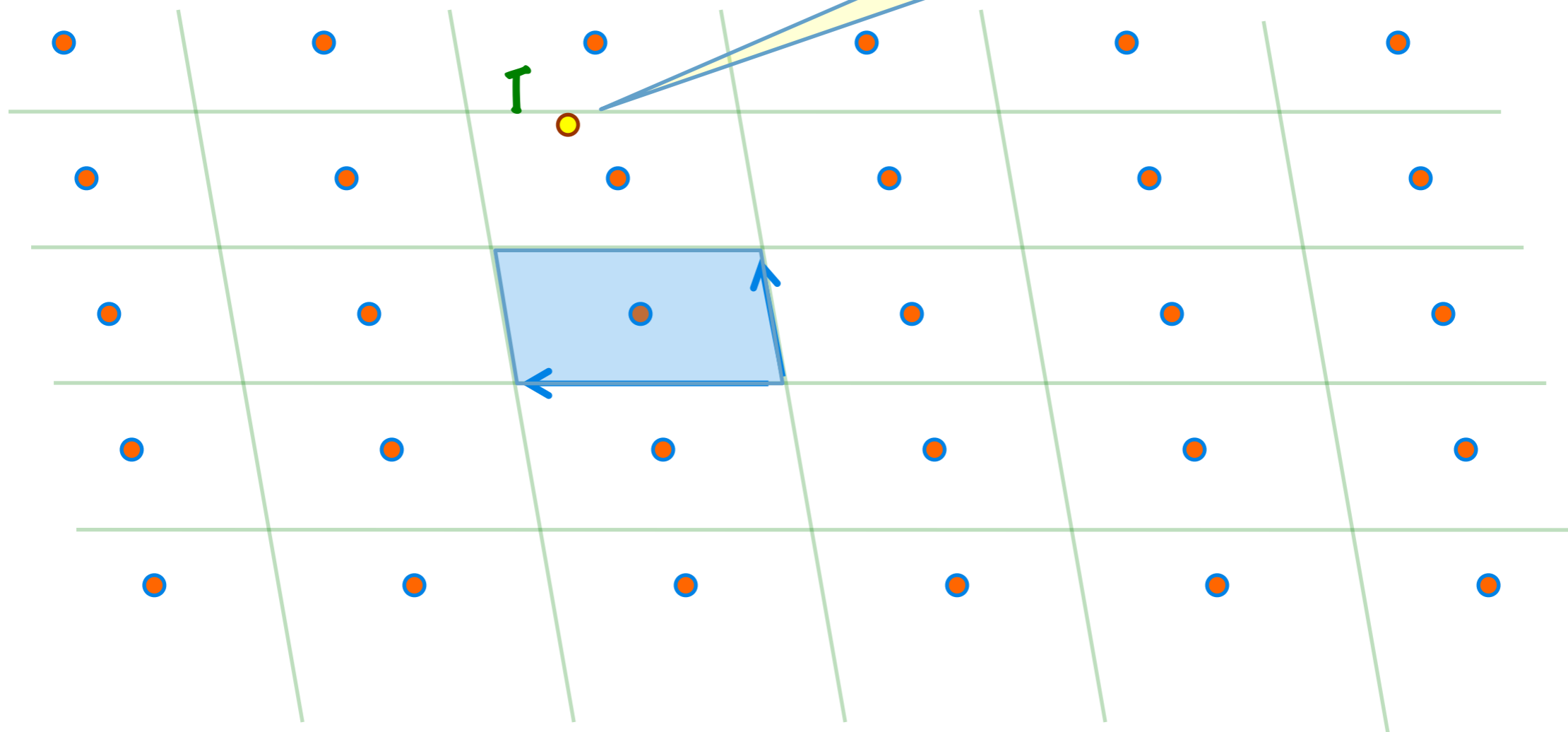
# Good Basis



“Quite short” and “nearly orthogonal”

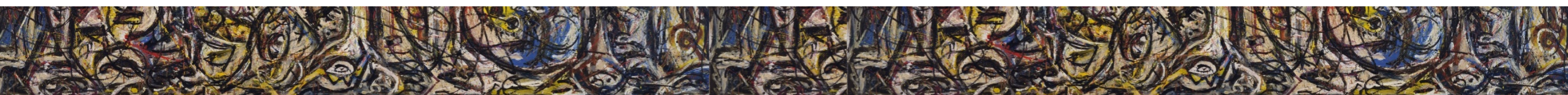
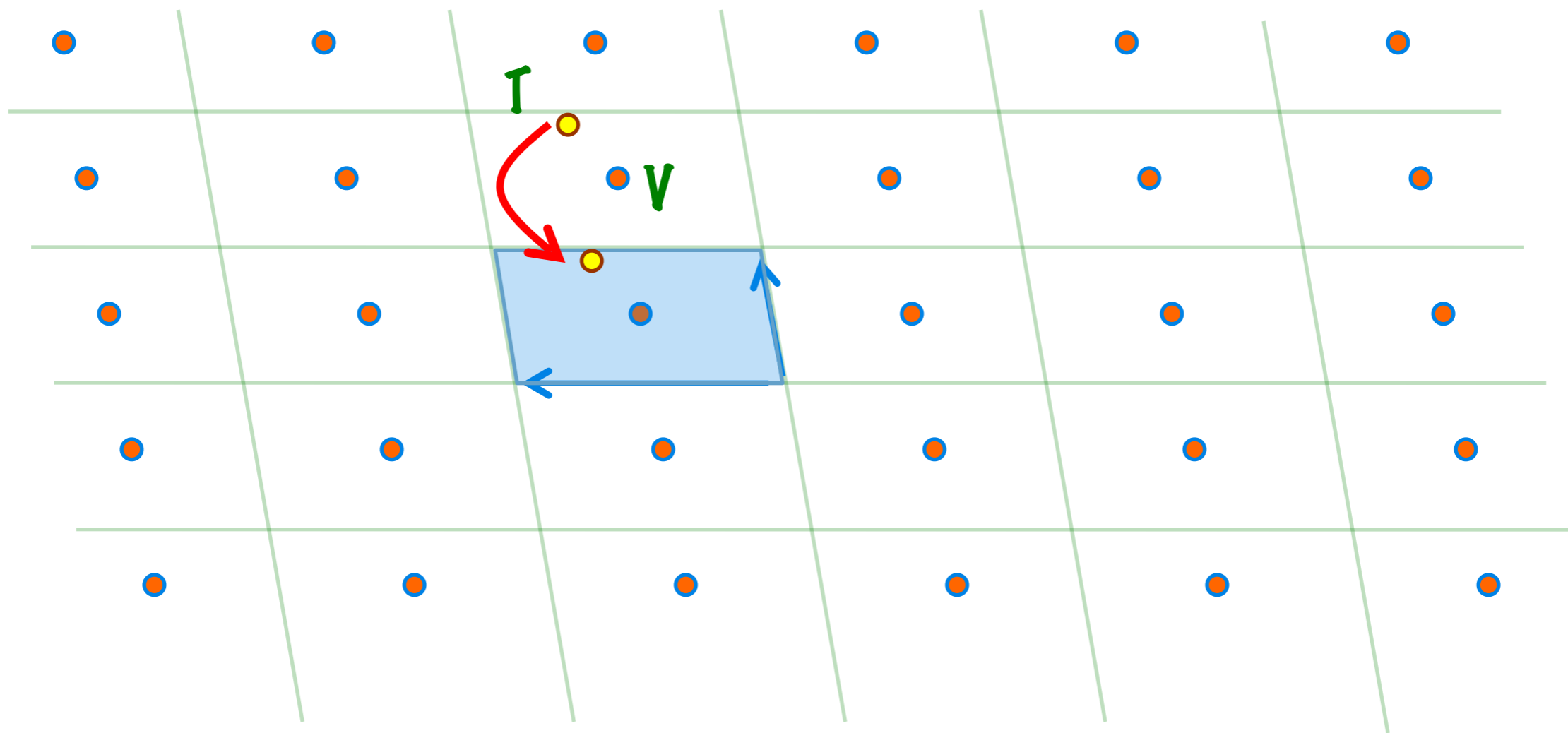
# Good Basis

What's my  
closest lattice  
point?

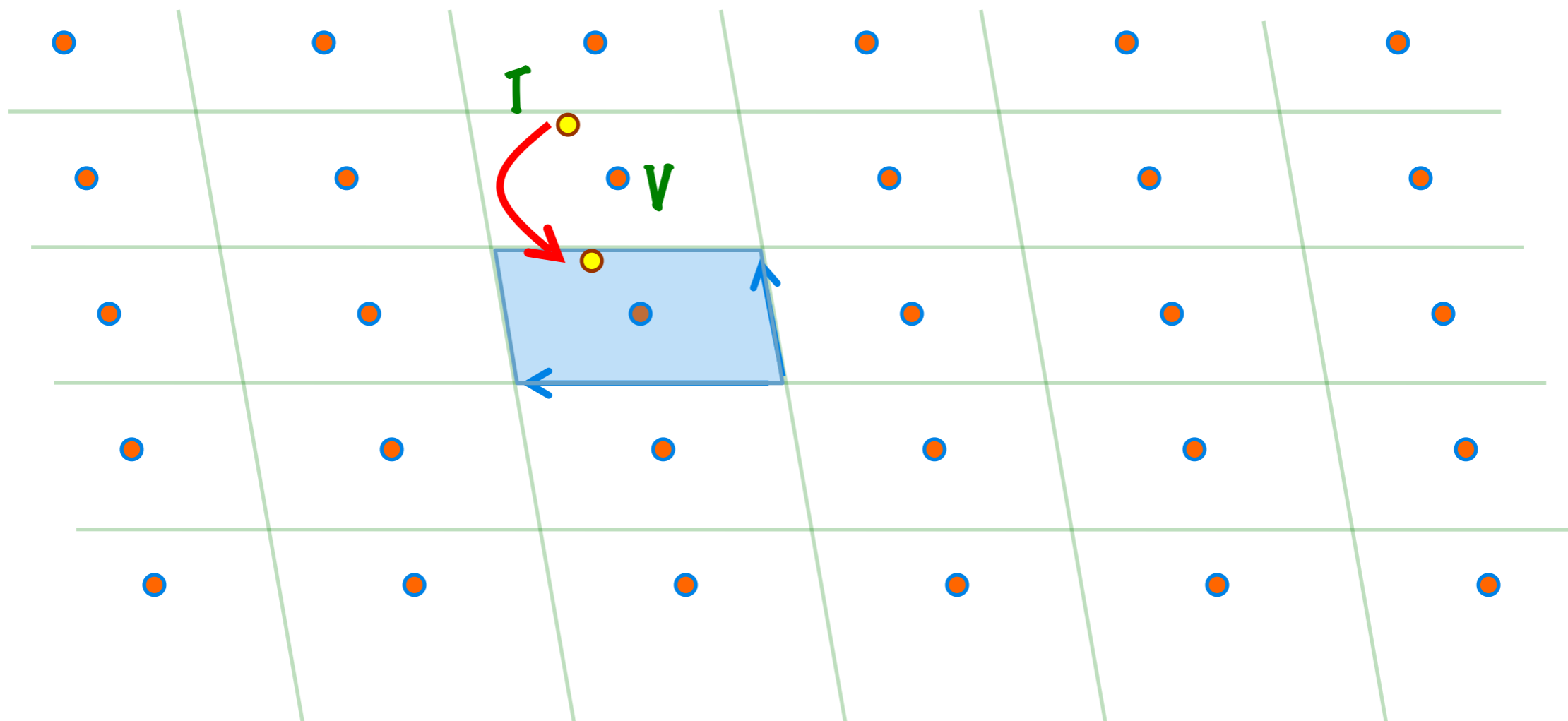


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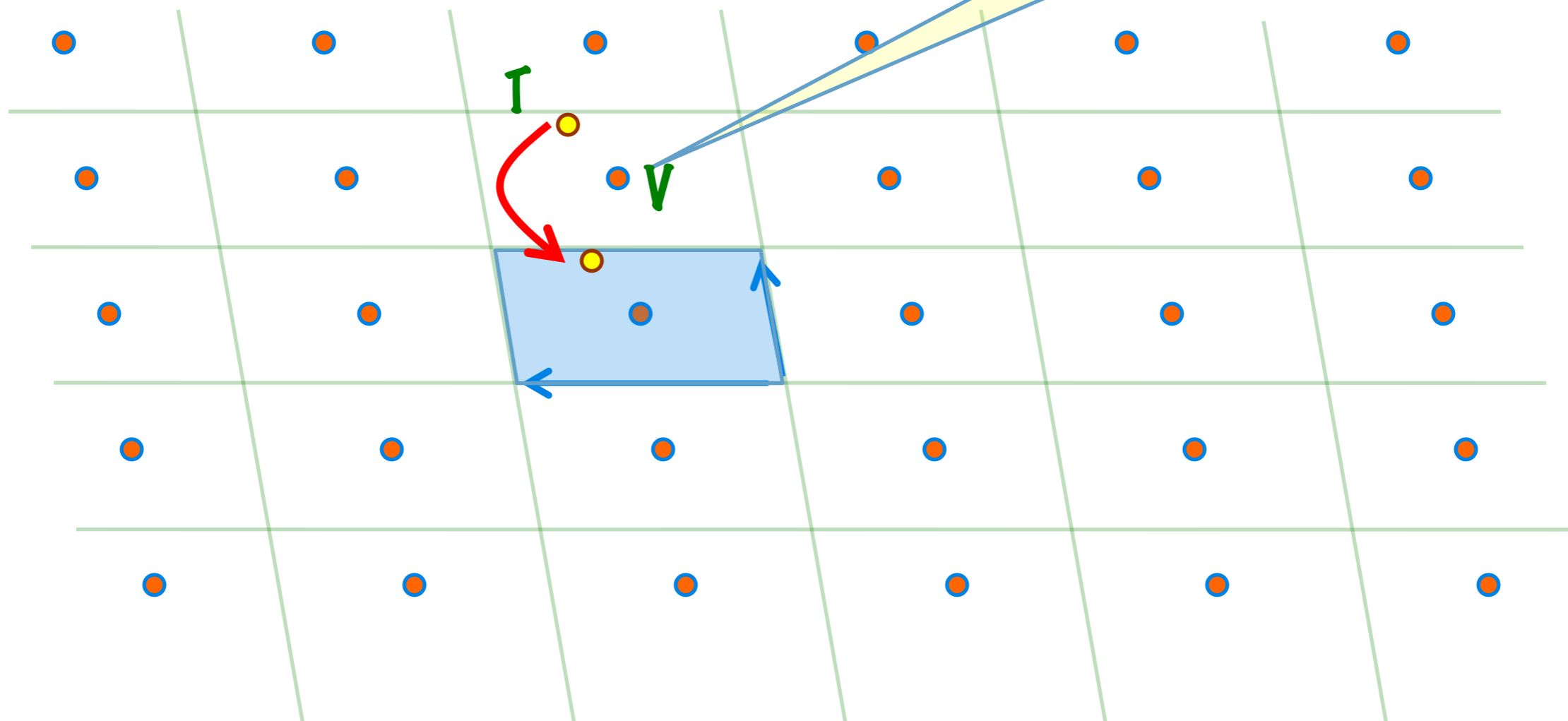
# Good Basis



Output center of parallelogripid containing  $T$

# Good Basis

Declared  
closest  
point

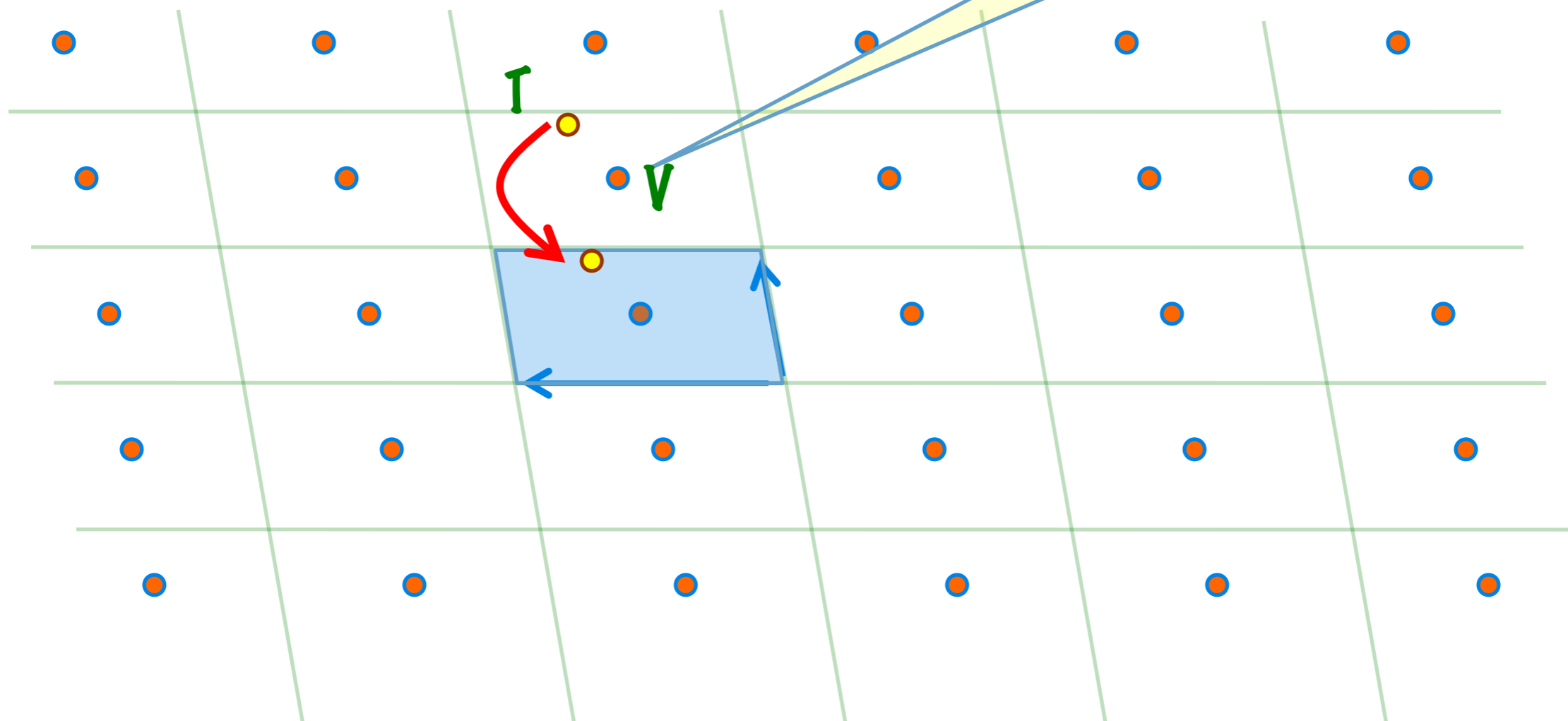


Output center of parallelopiped containing T



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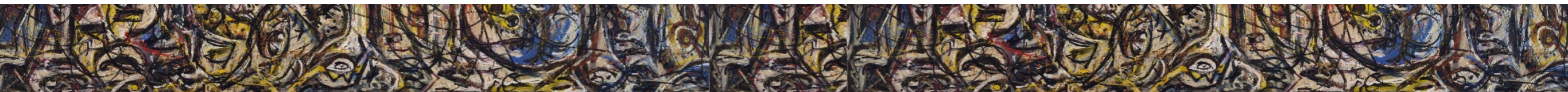
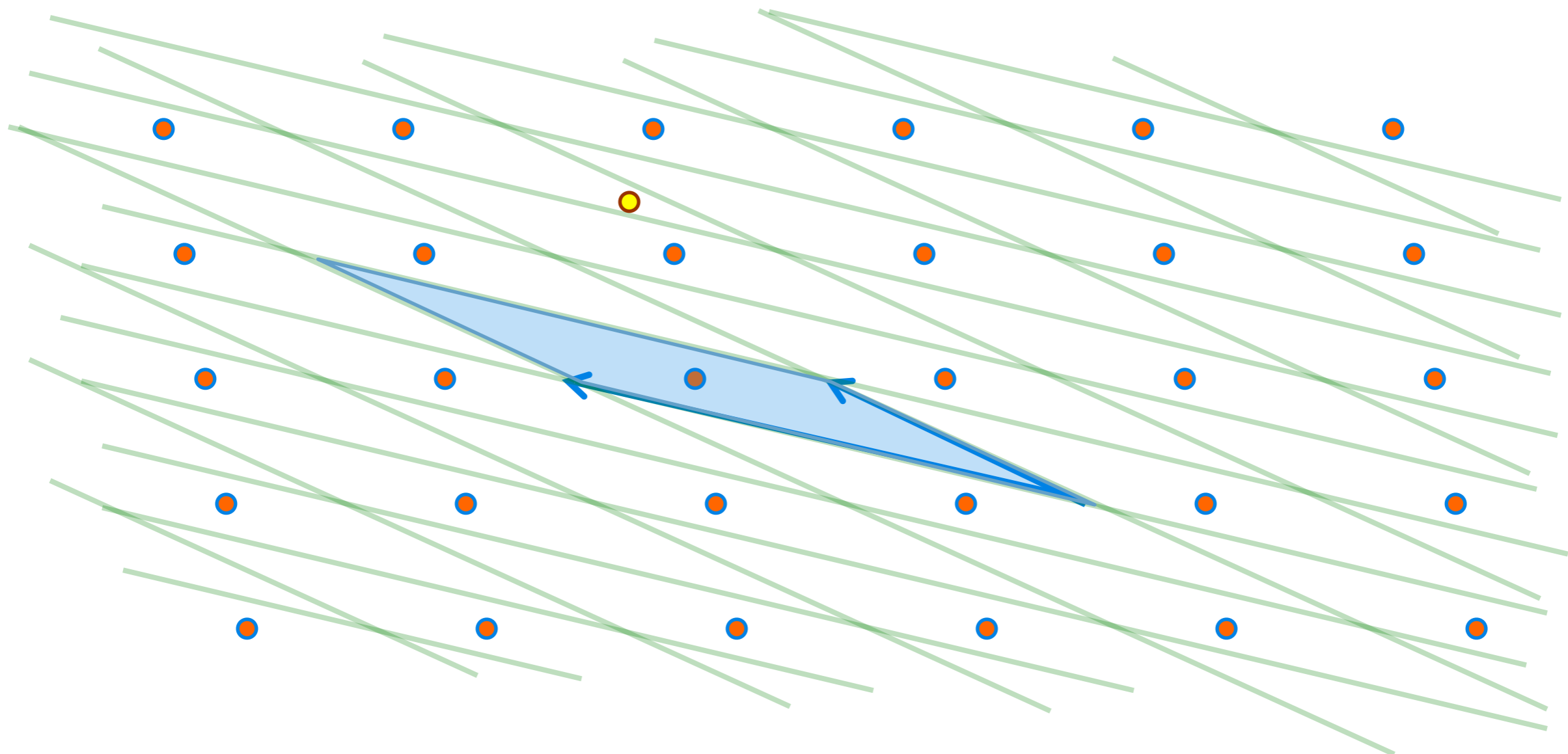
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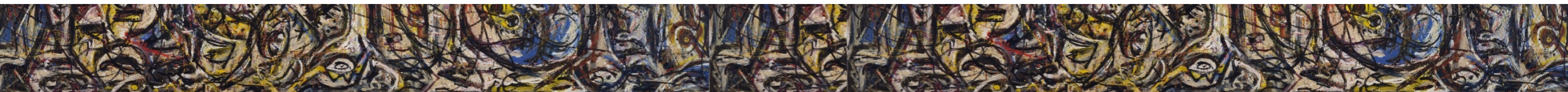
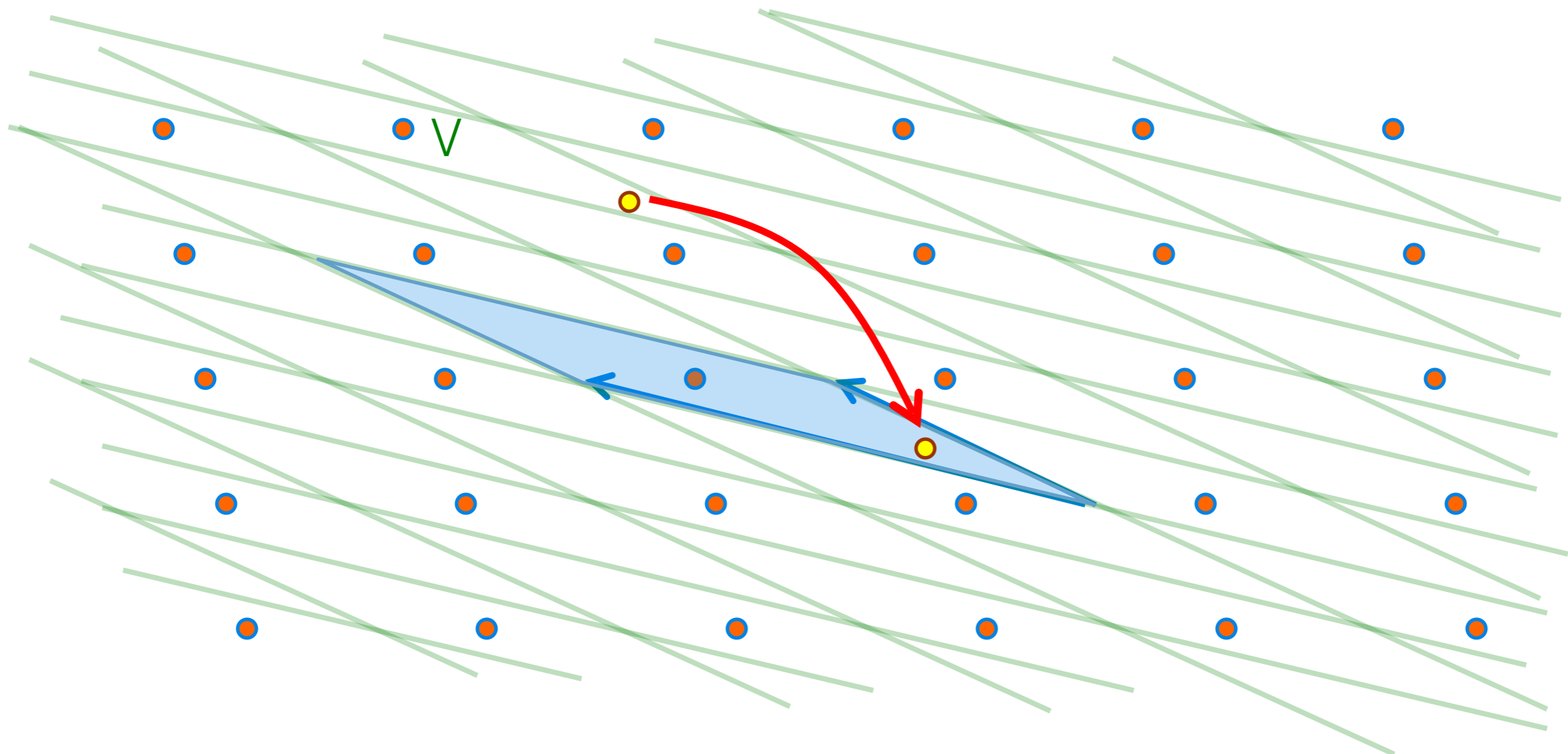
Output center of parallelopiped containing T

Pretty Accurate...

# Bad Basis

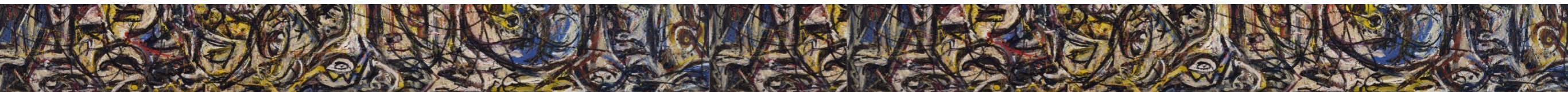
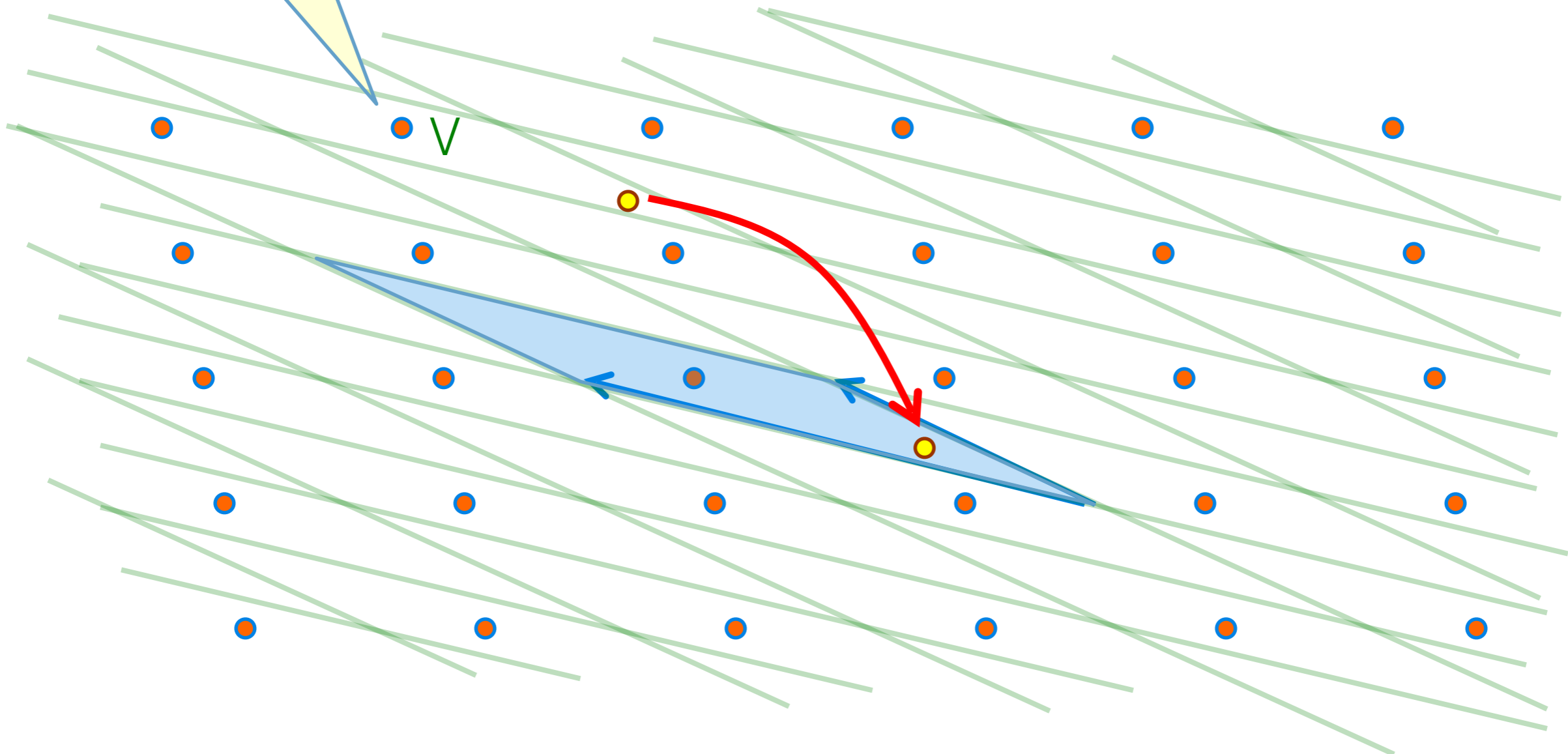


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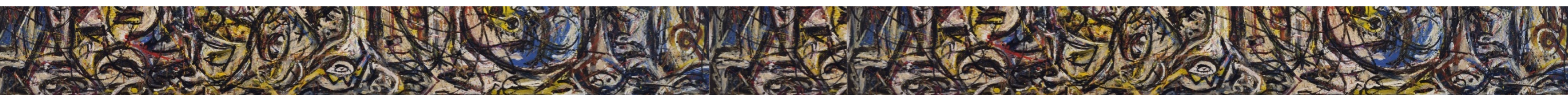
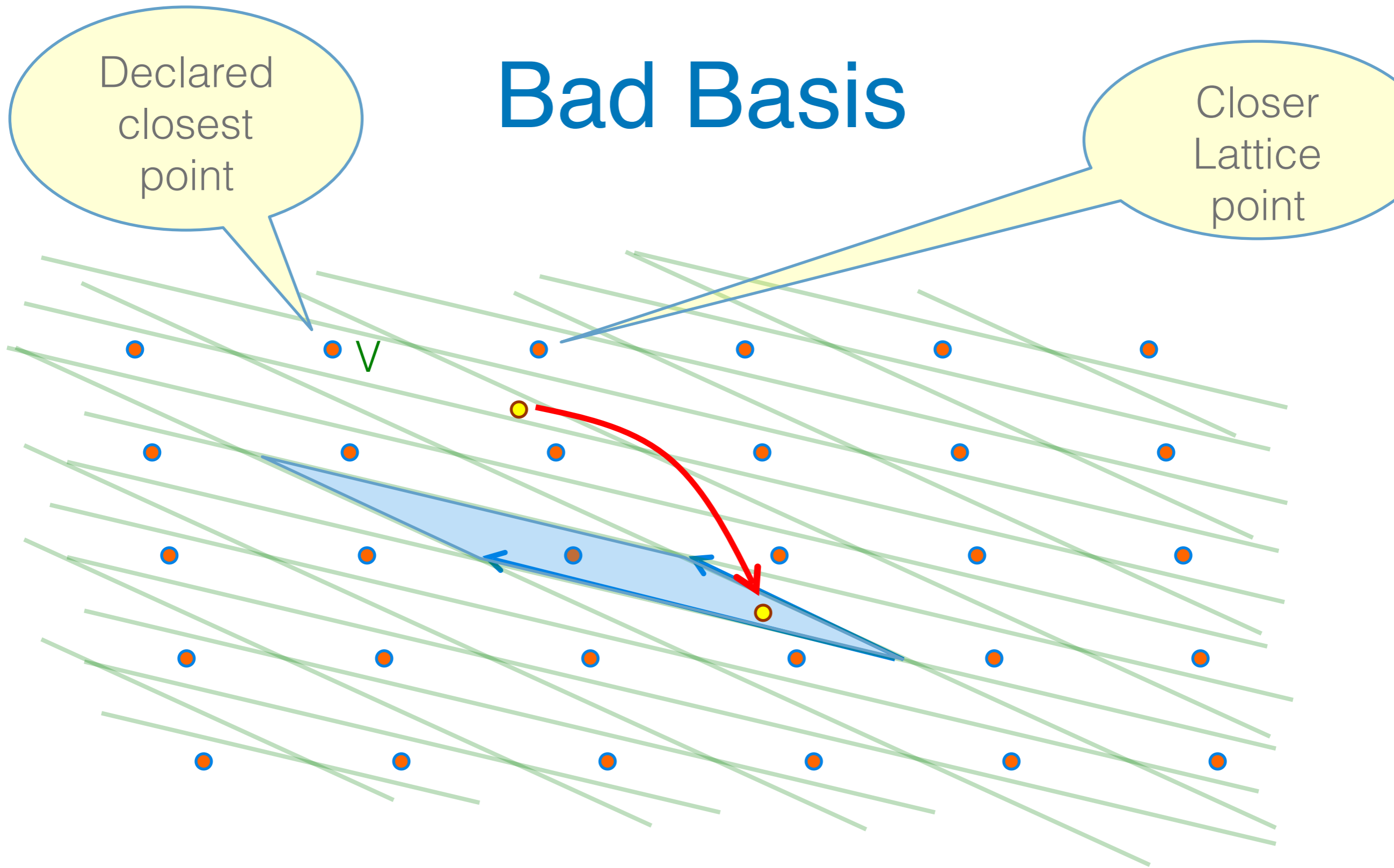
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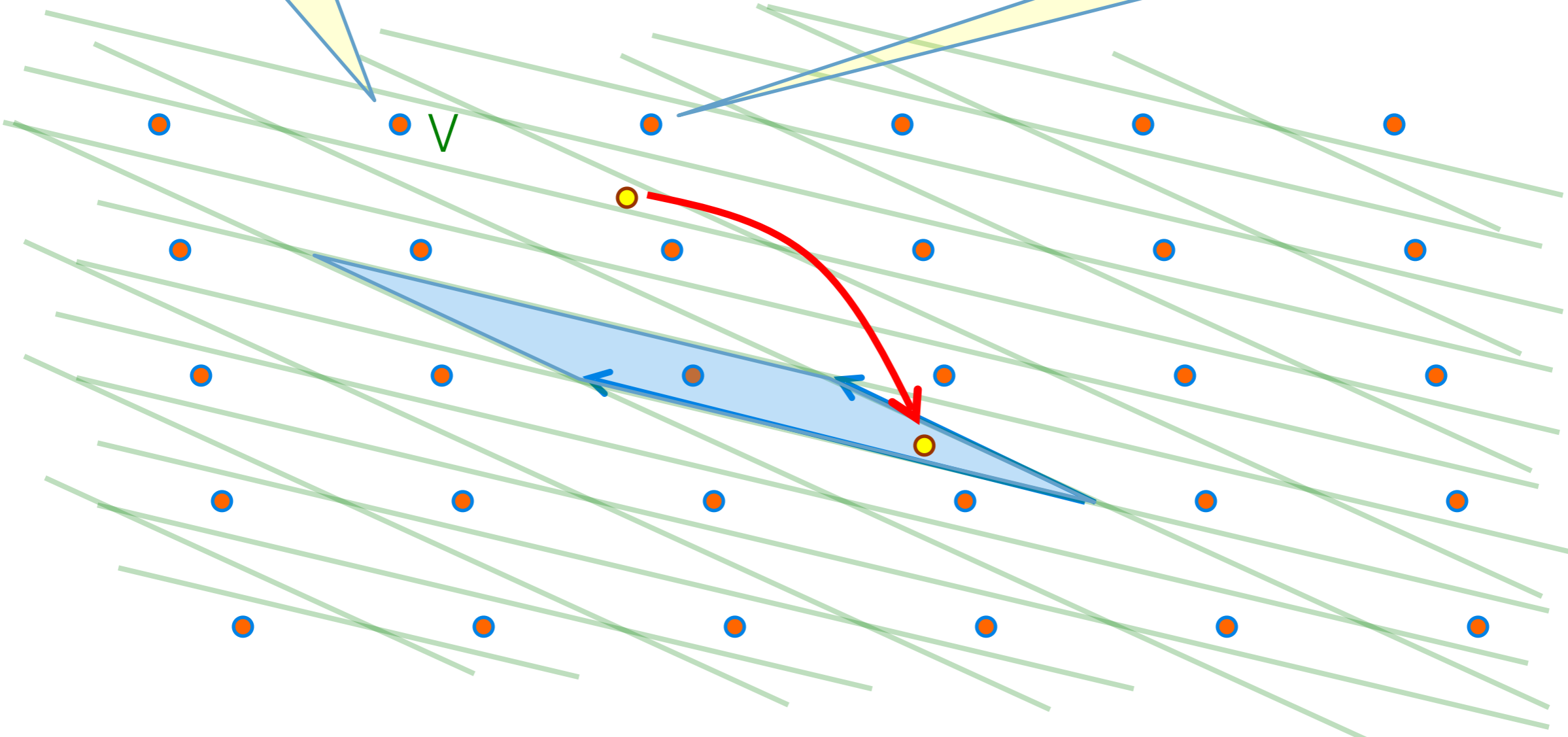
Closer  
Lattice  
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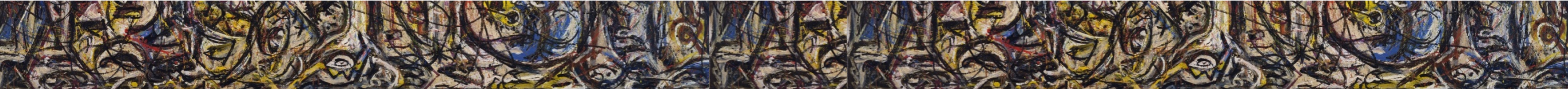
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Declared  
closest  
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point



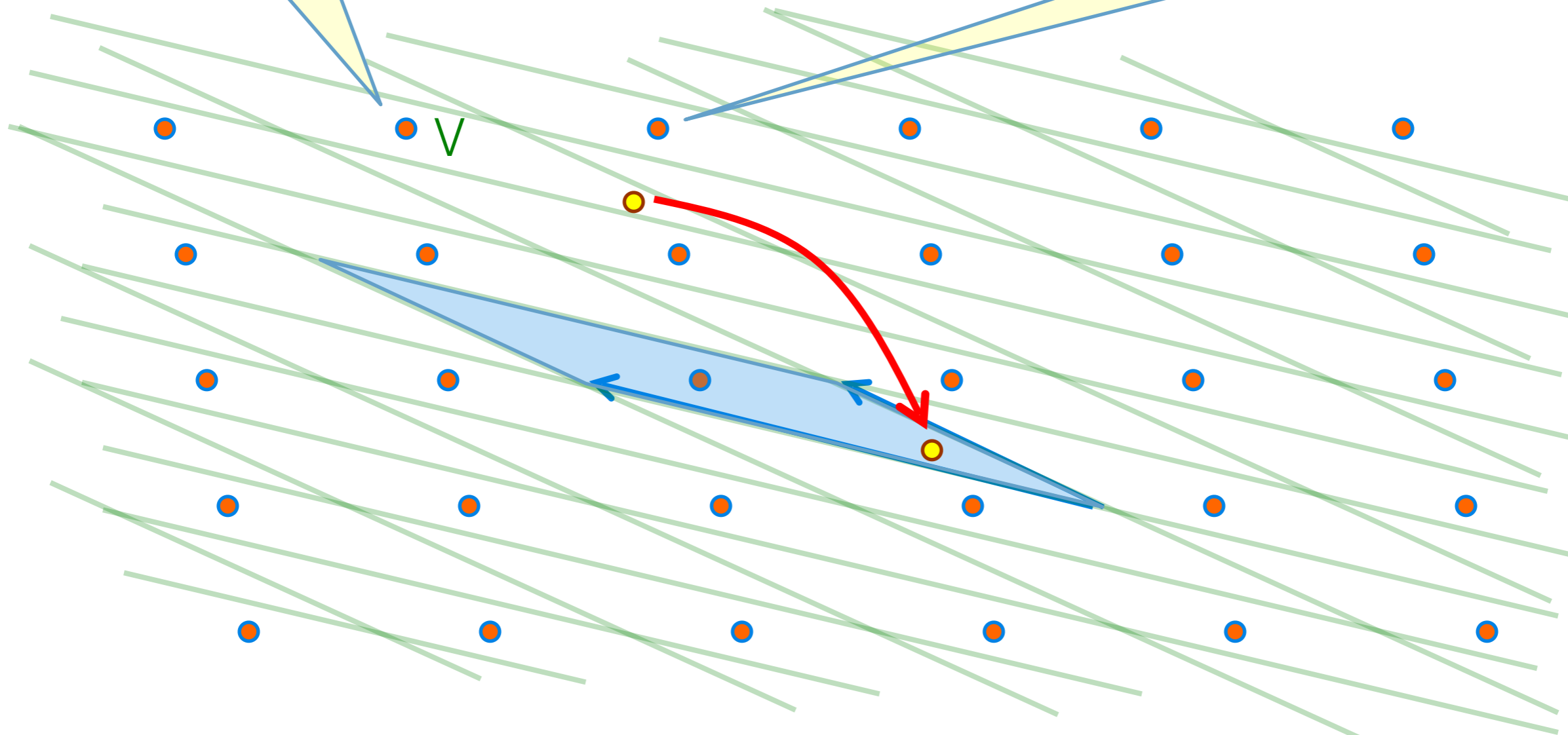
Output center of parallelepiped containing T



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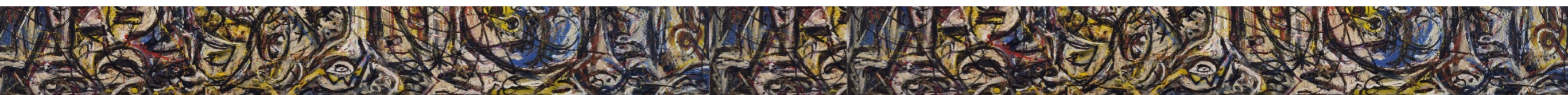
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Output center of parallelopiped containing T

Not So Accurate...



# Basis quality and Hardness

- SVP, CVP, SIS (...) **hard** given arbitrary (bad) basis
- Some hard lattice problems are **easy** given a good basis
- Will exploit this **asymmetry**





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Use Short Basis as Cryptographic Trapdoor!





# Lattice Trapdoors (Type 1)

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Inverting Our Function

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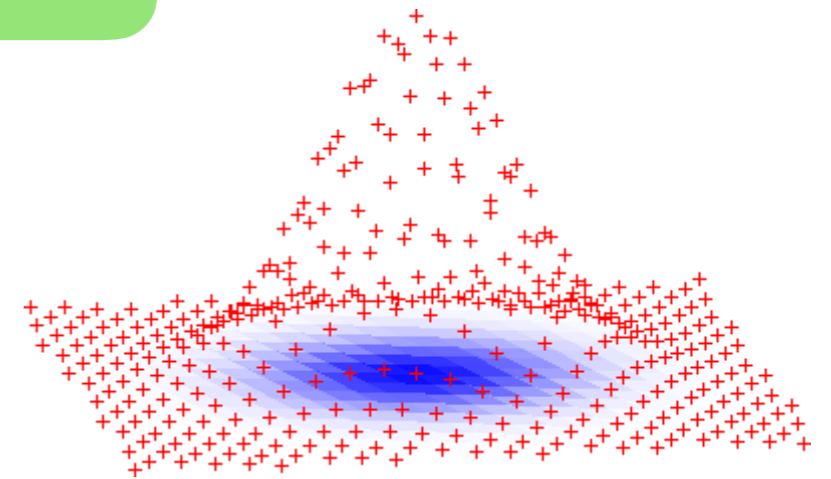
## Inverting Our Function

Recall  $\mathbf{u} = f_{\mathbf{A}}(\mathbf{x}) = \mathbf{A} \mathbf{x} \pmod{q}$

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$$\mathbf{x}' \leftarrow f_{\mathbf{A}}^{-1}(\mathbf{u})$$

with prob  $\propto \exp(-\|\mathbf{x}'\|^2/\sigma^2)$



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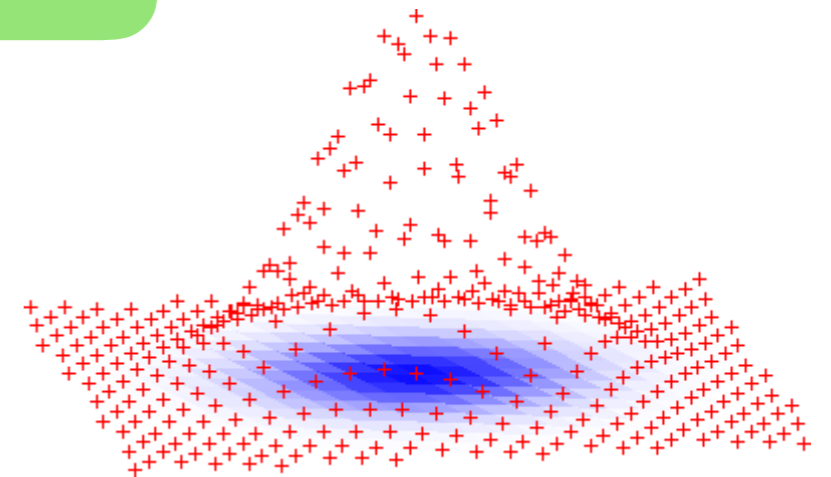
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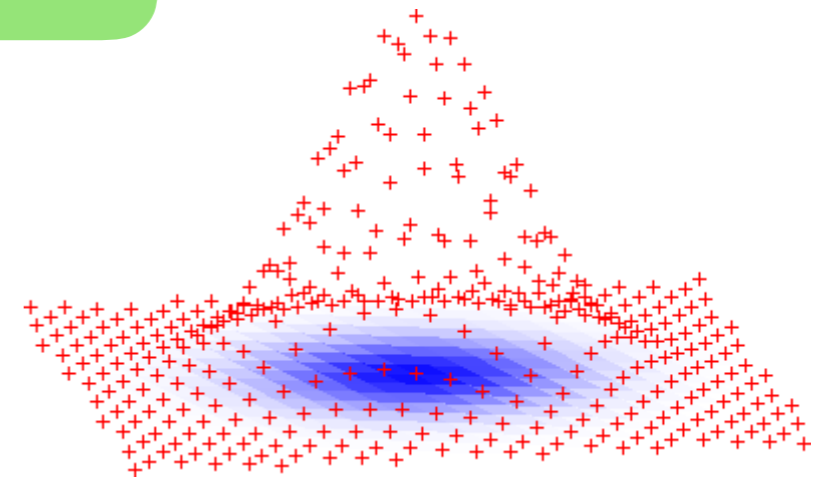
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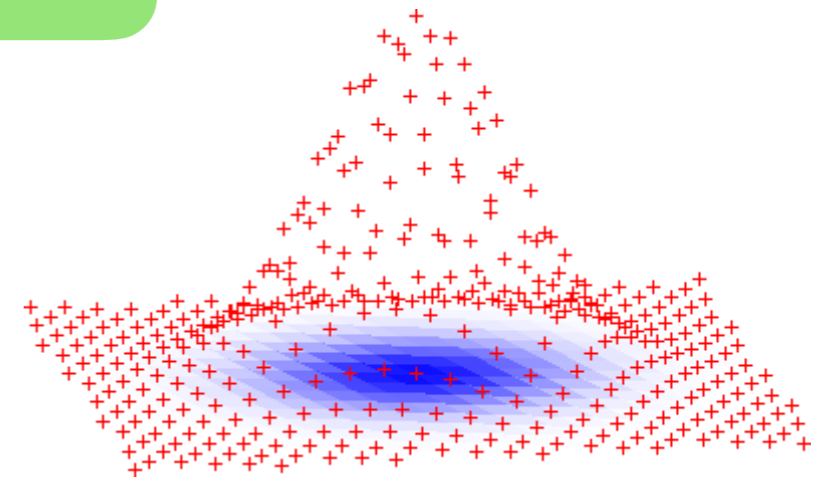
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Short basis for  $\Lambda$  lets us sample from  $f_{\mathbf{A}}^{-1}(\mathbf{u})$   
with correct distribution!

# Two Questions





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1. How to use short basis

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  - Randomized Nearest plane Algorithm

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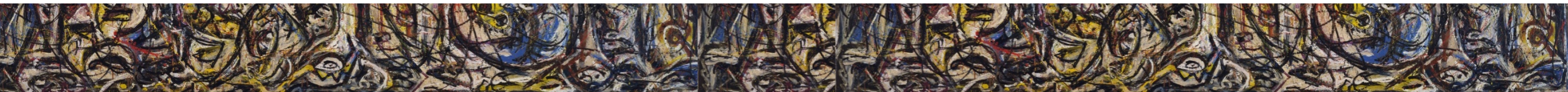
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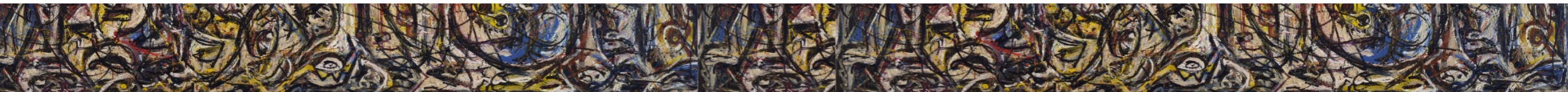


1. How to use short basis
  - Randomized Nearest plane Algorithm
  - Chris's talk
2. How to get short basis — this talk (almost)

# Lattice Trapdoors (Type 2)

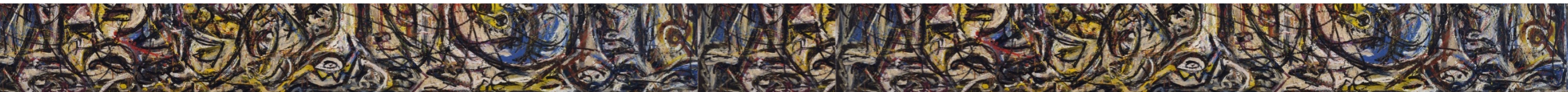


# Lattice Trapdoors (Type 2)



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Not a short basis but

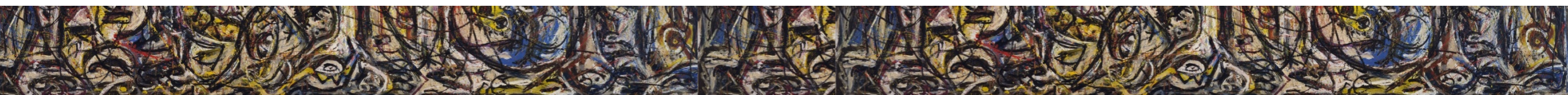




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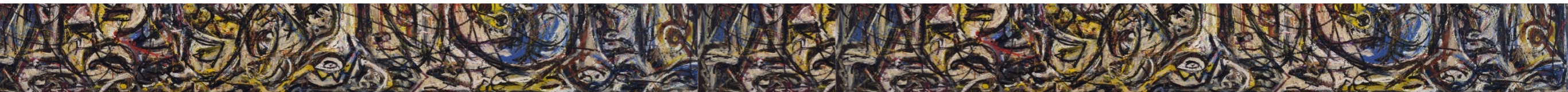
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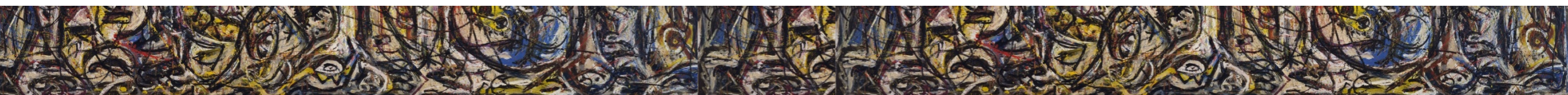
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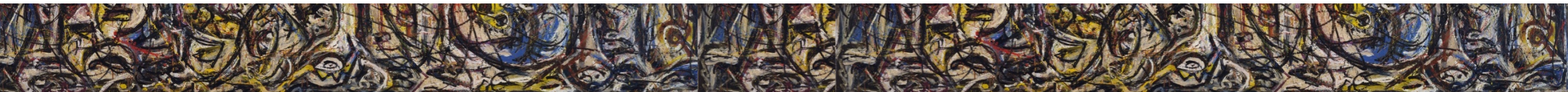
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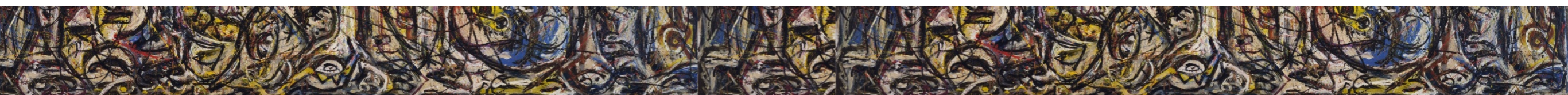
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Image Credit: <https://us.macmillan.com/podcasts/podcast/better-at-everything/>



# Type 2 Trapdoors [MP12]

Recall  $f_{\mathbf{A}}(\mathbf{x}) = \mathbf{A} \mathbf{x} \pmod{q} \in \mathbb{Z}_q^n$  and  $g_{\mathbf{A}}(\mathbf{s}, \mathbf{e}) = \mathbf{s}^t \mathbf{A} + \mathbf{e}^t \pmod{q} \in \mathbb{Z}_q^m$

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for Gadget Matrix  $\mathbf{G}$   
(fixed, public, offline)

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Transformation in Step 2 is the trapdoor!

# Step 1: $f_G^{-1}, g_G^{-1}$ for Gadget G

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Let  $q = 2^k$  and  $\mathbf{g} = [1, 2, 4, \dots, 2^{k-1}] \in \mathbb{Z}_q^{1 \times k}$

**Invert LWE:** find  $s$  s.t.  $s \cdot \mathbf{g} + \mathbf{e} = [s + e_0, 2s + e_1, \dots, 2^{k-1}s + e_{k-1}]$

- Get  $\text{lsb}(s)$  from  $2^{k-1}s + e_{k-1}$
- Then get next bit of  $s$  and so on.
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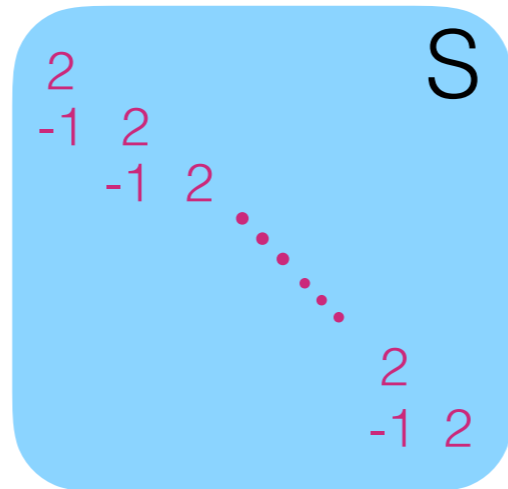
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**Invert SIS:** sample Gaussian preimage  $\mathbf{x}$  s.t.  $u = \langle \mathbf{g}, \mathbf{x} \rangle \pmod q$

- For  $i \in [0, \dots, k-1]$ , choose  $x_i \leftarrow (2\mathbb{Z} + u)$ ,  $u \leftarrow (u - x_i)/2 \in \mathbb{Z}$
- Let  $k=2$ .  
 $x_0 \leftarrow (2z_0 + u)$ ,  $u \leftarrow (u - 2z_0 - u)/2 = -z_0$   
 $x_1 \leftarrow (2z_1 - z_0)$   
 $\langle \mathbf{g}, \mathbf{x} \rangle = 2z_0 + u + 2(2z_1 - z_0) = u + 4z_1 = u \pmod 4$

# Step 1: $f_G^{-1}, g_G^{-1}$ for Gadget G

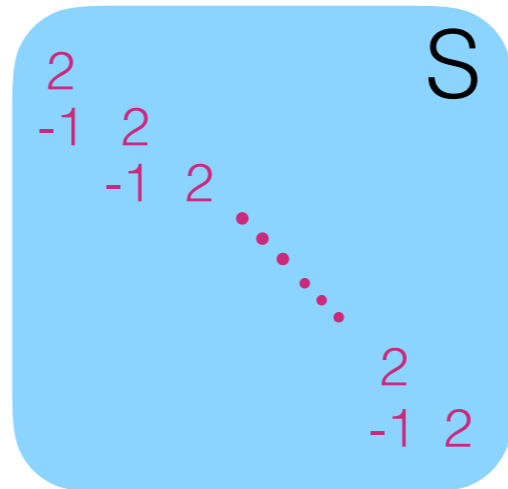
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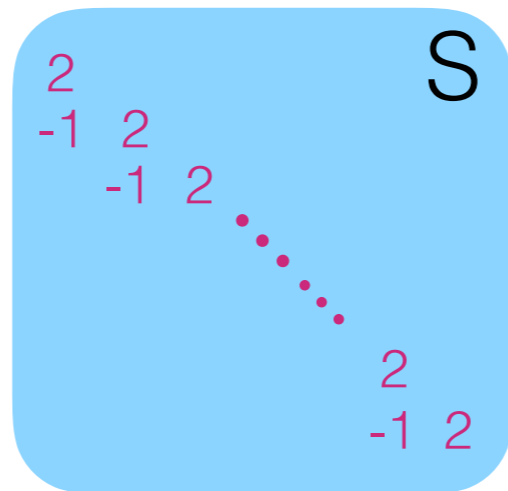


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$S$  is Short Basis for  $\mathbf{g} = [1, 2, 4, \dots, 2^{k-1}]$

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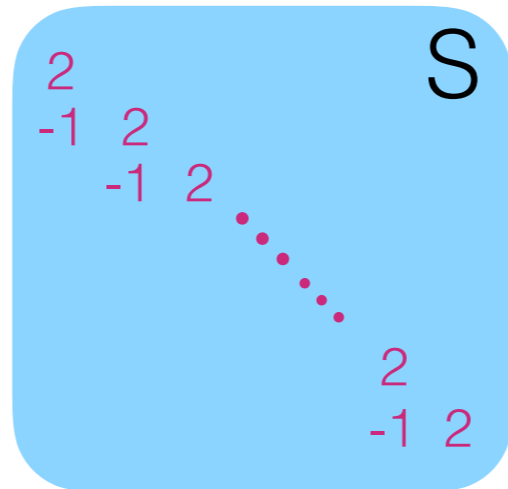
Define gadget G :  $\mathbf{G} = \mathbf{I}_n \otimes \mathbf{g}$



$$\in \mathbb{Z}_q^{n \times nk}$$

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$f_G^{-1}, g_G^{-1}$  reduce to  $n$  parallel, offline calls to  $f_g^{-1}, g_g^{-1}$





# Step 2: Randomize G to A

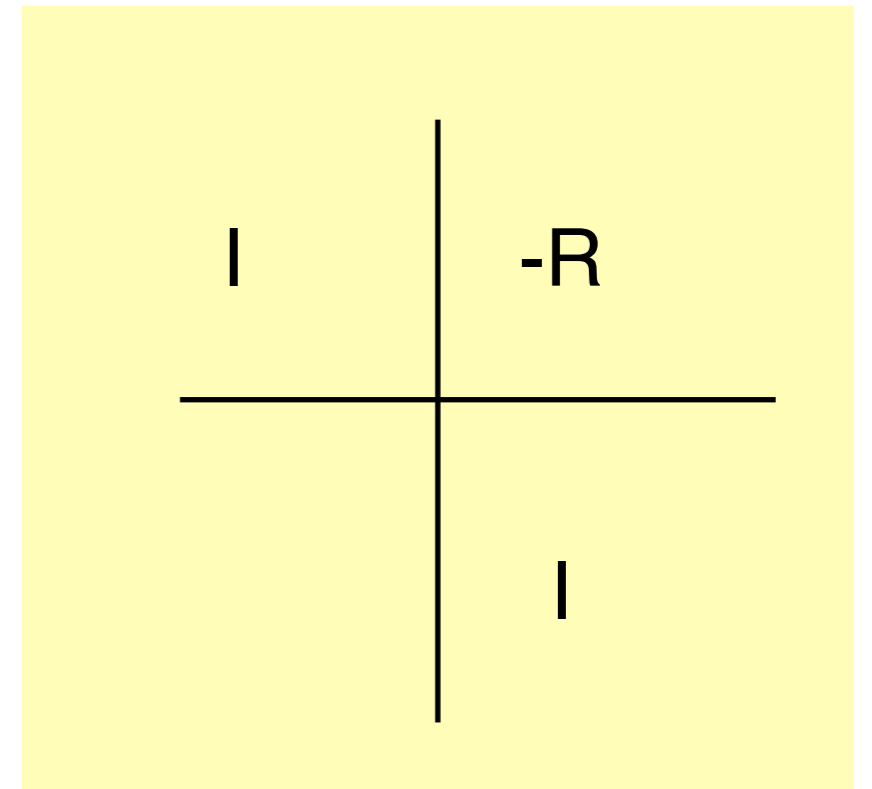
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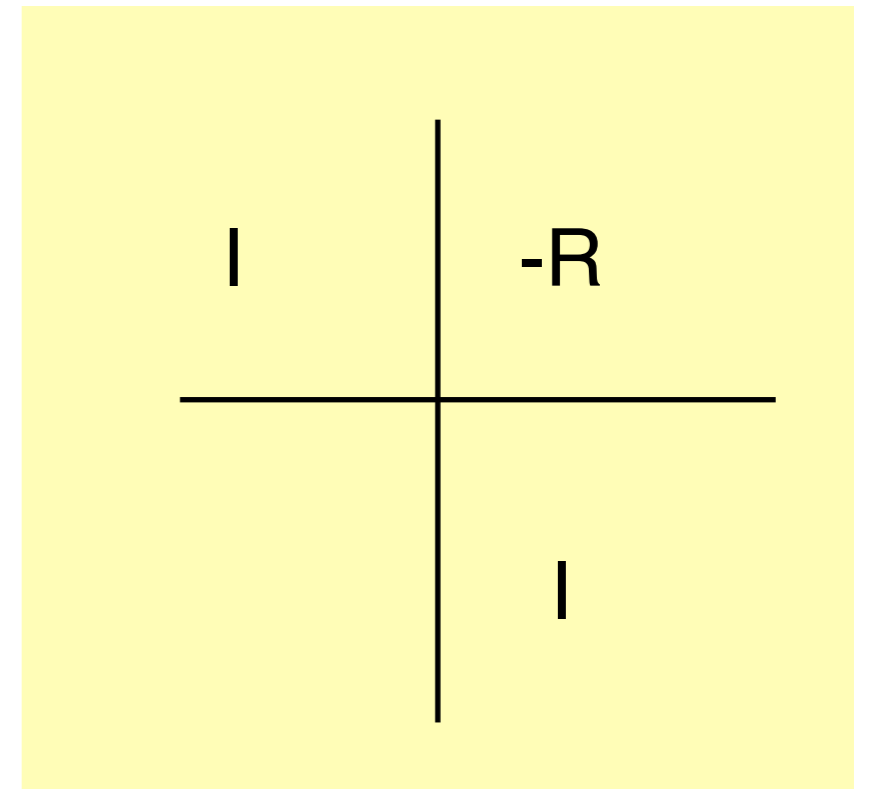
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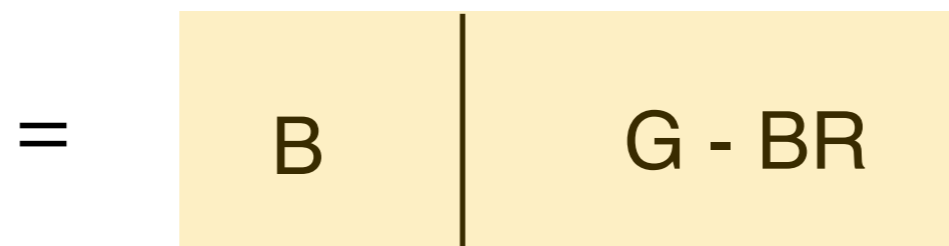
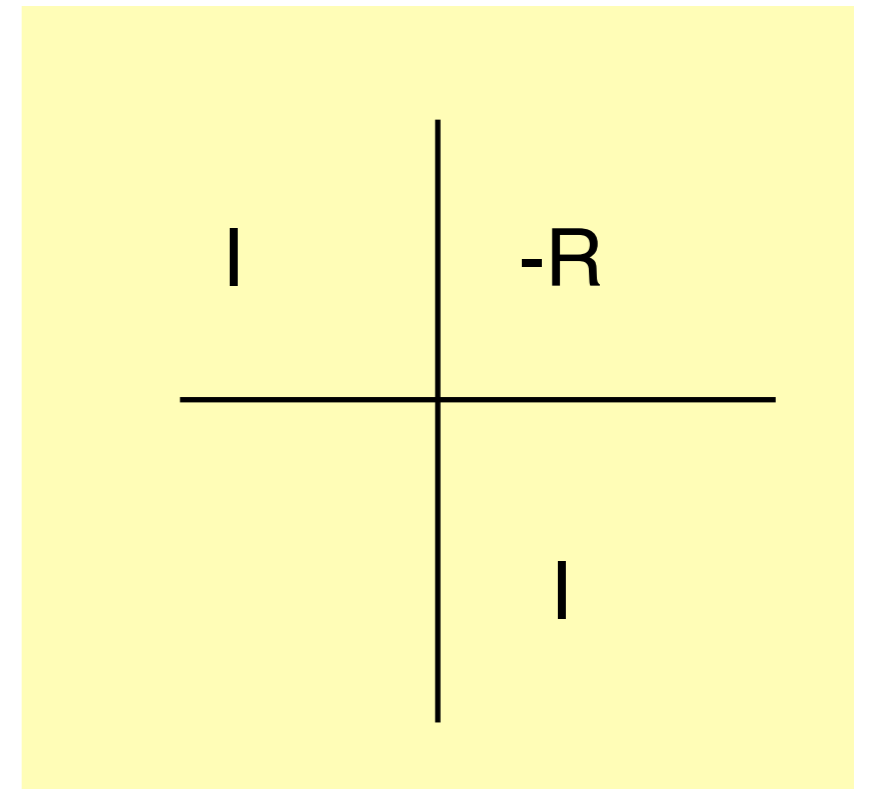
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A is uniform by leftover hash lemma!

# Leftover Hash Lemma (oversimplified)



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Let  $\mathbf{B} \in \mathbb{Z}_q^{n \times m'}$  uniform &  $\mathbf{R} \in \mathbb{Z}_q^{m' \times n \log q}$  Gaussian

If  $m' \approx n \log q$ , then,

$$(\mathbf{B}, \mathbf{BR}) \approx (\mathbf{B}, \mathbf{U})$$

# Leftover Hash Lemma (oversimplified)

Let  $\mathbf{B} \in \mathbb{Z}_q^{n \times m'}$  uniform &  $\mathbf{R} \in \mathbb{Z}_q^{m' \times n \log q}$  Gaussian

If  $m' \approx n \log q$ , then,

$$(\mathbf{B}, \mathbf{BR}) \approx (\mathbf{B}, \mathbf{U})$$

Hence  $\mathbf{A} =$ 

$\mathbf{B}$	$\mathbf{G} - \mathbf{BR}$
--------------	----------------------------

 uniform





# Step 2: Randomize G to A

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Have  $\mathbf{A} =$

B	G - BR
---	--------

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Have  $\mathbf{A} =$ 

$\mathbf{B}$	$\mathbf{G} - \mathbf{B}\mathbf{R}$
--------------	-------------------------------------

Define:  $\mathbf{R}$  is a trapdoor for  $\mathbf{A}$  with tag  $\mathbf{H} \in \mathbb{Z}_q^{n \times n}$ ,

$$\text{If } \mathbf{A} \cdot \begin{bmatrix} \mathbf{R} \\ \mathbf{I} \end{bmatrix} = \mathbf{H} \cdot \mathbf{G}$$

# Step 2: Randomize G to A

Have  $\mathbf{A} =$ 

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# Step 3: Reduce $f_{\mathbf{A}}^{-1}, g_{\mathbf{A}}^{-1}$ to $f_{\mathbf{G}}^{-1}, g_{\mathbf{G}}^{-1}$

Suppose  $\mathbf{R}$  is a trapdoor for  $\mathbf{A}$  with tag  $\mathbf{I} \in \mathbb{Z}_q^{n \times n}$ ,

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Inverting LWE

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Inverting LWE

Want:

- Given  $\mathbf{b}^t = \mathbf{s}^t \mathbf{A} + \mathbf{e}^t \pmod{q}$
- Find unique  $(\mathbf{s}, \mathbf{e})$



# Step 3: Reduce $f_{\mathbf{A}}^{-1}, g_{\mathbf{A}}^{-1}$ to $f_{\mathbf{G}}^{-1}, g_{\mathbf{G}}^{-1}$

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## Inverting LWE

Want:

- Given  $\mathbf{b}^t = \mathbf{s}^t \mathbf{A} + \mathbf{e}^t \pmod q$
- Find unique  $(\mathbf{s}, \mathbf{e})$

Compute:

$$\mathbf{b}^t \cdot \begin{bmatrix} \mathbf{R} \\ \mathbf{I} \end{bmatrix} = \mathbf{s}^t \cdot \mathbf{G} + \mathbf{e}^t \cdot \begin{bmatrix} \mathbf{R} \\ \mathbf{I} \end{bmatrix} \pmod q$$

Works if  $\mathbf{e}^t \cdot \begin{bmatrix} \mathbf{R} \\ \mathbf{I} \end{bmatrix} \in [-q/4, q/4)$

# Step 3: Reduce $f_A^{-1}, g_A^{-1}$ to $f_G^{-1}, g_G^{-1}$

Inverting SIS

$$\mathbf{A} \cdot \begin{bmatrix} \mathbf{R} \\ \mathbf{I} \end{bmatrix} = \mathbf{G}$$

# Step 3: Reduce $f_{\mathbf{A}}^{-1}, g_{\mathbf{A}}^{-1}$ to $f_{\mathbf{G}}^{-1}, g_{\mathbf{G}}^{-1}$

## Inverting SIS

$$\mathbf{A} \cdot \begin{bmatrix} \mathbf{R} \\ \mathbf{I} \end{bmatrix} = \mathbf{G}$$

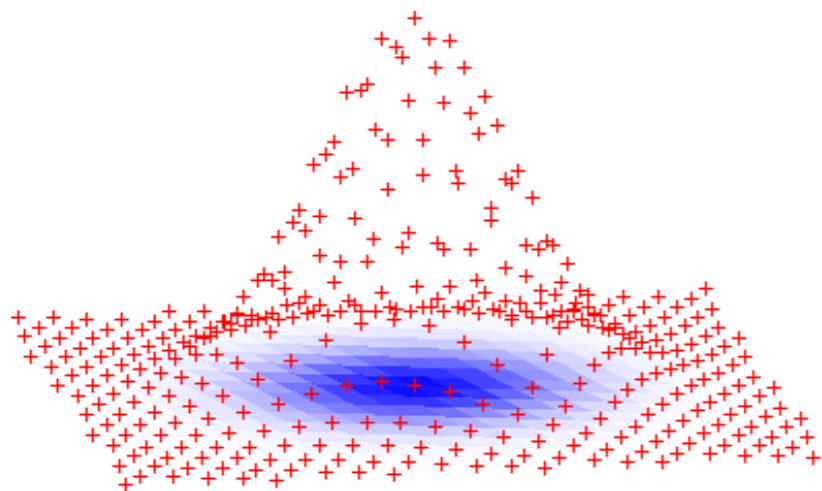
Want:

- Given  $\mathbf{u} = f_{\mathbf{A}}(\mathbf{x}) = \mathbf{A} \mathbf{x} \pmod{q}$

- Sample

$$\mathbf{x}' \leftarrow f_{\mathbf{A}}^{-1}(\mathbf{u})$$

with prob  $\propto \exp(-\|\mathbf{x}'\|^2/\sigma^2)$



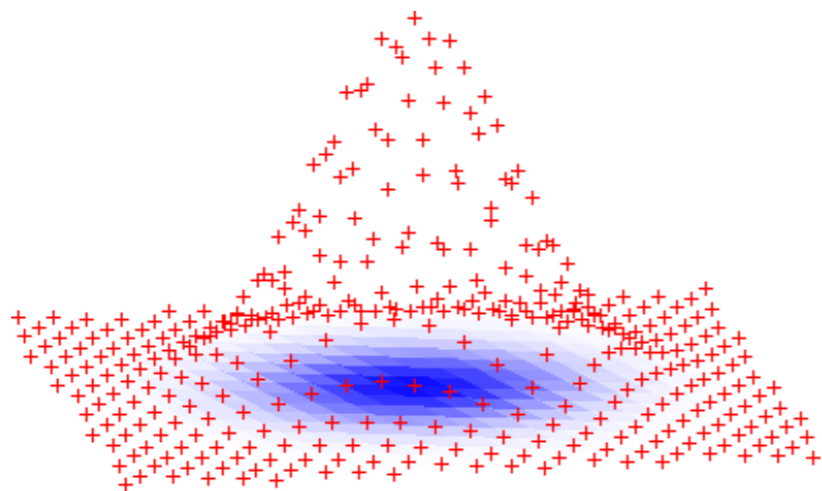
# Step 3: Reduce $f_{\mathbf{A}}^{-1}, g_{\mathbf{A}}^{-1}$ to $f_{\mathbf{G}}^{-1}, g_{\mathbf{G}}^{-1}$

## Inverting SIS

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Want:

- Given  $\mathbf{u} = f_{\mathbf{A}}(\mathbf{x}) = \mathbf{A} \mathbf{x} \pmod{q}$
- Sample  $\mathbf{x}' \leftarrow f_{\mathbf{A}}^{-1}(\mathbf{u})$   
with prob  $\propto \exp(-\|\mathbf{x}'\|^2/\sigma^2)$



Compute:

Sample  $\mathbf{z} \leftarrow f_{\mathbf{G}}^{-1}(\mathbf{u})$

Output  $\mathbf{x} = \begin{bmatrix} \mathbf{R} \\ \mathbf{I} \end{bmatrix} \cdot \mathbf{z}$

Then,

$$\mathbf{A} \cdot \mathbf{x} = \mathbf{A} \cdot \begin{bmatrix} \mathbf{R} \\ \mathbf{I} \end{bmatrix} \cdot \mathbf{z} = \mathbf{G} \cdot \mathbf{z} = \mathbf{u}$$

# Step 3: Reduce $f_A^{-1}, g_A^{-1}$ to $f_G^{-1}, g_G^{-1}$

Are we done?

$$\mathbf{A} \cdot \begin{bmatrix} \mathbf{R} \\ \mathbf{I} \end{bmatrix} = \mathbf{G}$$

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Covariance of  $\mathbf{x}$  leaks  $\mathbf{R}$ !

# Step 3: Reduce $f_{\mathbf{A}}^{-1}, g_{\mathbf{A}}^{-1}$ to $f_{\mathbf{G}}^{-1}, g_{\mathbf{G}}^{-1}$

Are we done?

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Compute:

Sample  $\mathbf{z} \leftarrow f_{\mathbf{G}}^{-1}(\mathbf{u})$

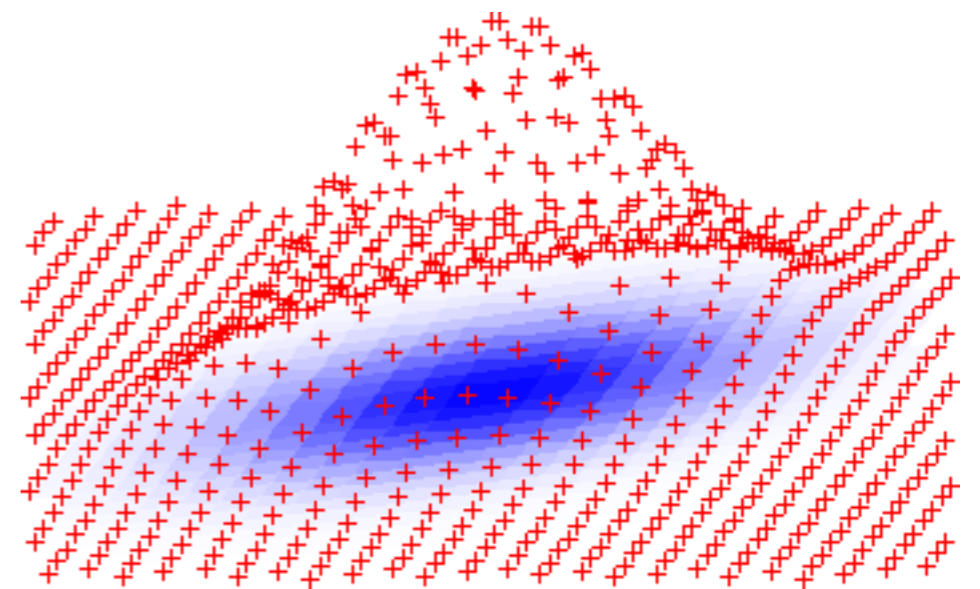
Output  $\mathbf{x} = \begin{bmatrix} \mathbf{R} \\ \mathbf{I} \end{bmatrix} \cdot \mathbf{z}$

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$$\mathbf{A} \cdot \mathbf{x} = \mathbf{A} \cdot \begin{bmatrix} \mathbf{R} \\ \mathbf{I} \end{bmatrix} \cdot \mathbf{z} = \mathbf{G} \cdot \mathbf{z} = \mathbf{u}$$

Covariance of  $\mathbf{x}$  leaks  $\mathbf{R}$ !

$$\Sigma := \mathbb{E}_{\mathbf{x}}[\mathbf{x} \cdot \mathbf{x}^t] = \mathbb{E}_{\mathbf{z}}[\mathbf{R} \cdot \mathbf{z}\mathbf{z}^t \cdot \mathbf{R}^t] \approx s^2 \cdot \mathbf{R}\mathbf{R}^t.$$



[Image Credit: Chris Peikert](#)





Step 3: Reduce  $f_{\mathbf{A}}^{-1}, g_{\mathbf{A}}^{-1}$  to  $f_{\mathbf{G}}^{-1}, g_{\mathbf{G}}^{-1}$

# Step 3: Reduce $f_{\mathbf{A}}^{-1}$ , $g_{\mathbf{A}}^{-1}$ to $f_{\mathbf{G}}^{-1}$ , $g_{\mathbf{G}}^{-1}$

Want to output spherical Gaussian!  
Covariance Matrix  $s^2\mathbf{I}$

# Step 3: Reduce $f_A^{-1}, g_A^{-1}$ to $f_G^{-1}, g_G^{-1}$

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Fix using perturbation method [P'10]

<https://www.elegantthemes.com/>

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Want to output spherical Gaussian!  
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Fix using perturbation method [P'10]

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Convolution of  
Gaussians

The diagram illustrates the convolution of two Gaussians. On the left, a blue Gaussian is labeled  $\mathbf{R}\mathbf{R}^t$ . To its right is a red Gaussian labeled  $(s^2 \mathbf{I} - \mathbf{R}\mathbf{R}^t)$ . An equals sign follows, leading to a purple spherical Gaussian labeled  $s^2 \mathbf{I}$ . The visual representation shows the two colored Gaussians overlapping and their combined effect forming a larger, more circular purple Gaussian.

$$\mathbf{R}\mathbf{R}^t + (s^2 \mathbf{I} - \mathbf{R}\mathbf{R}^t) = s^2 \mathbf{I}$$

# Step 3: Reduce $f_{\mathbf{A}}^{-1}, g_{\mathbf{A}}^{-1}$ to $f_{\mathbf{G}}^{-1}, g_{\mathbf{G}}^{-1}$

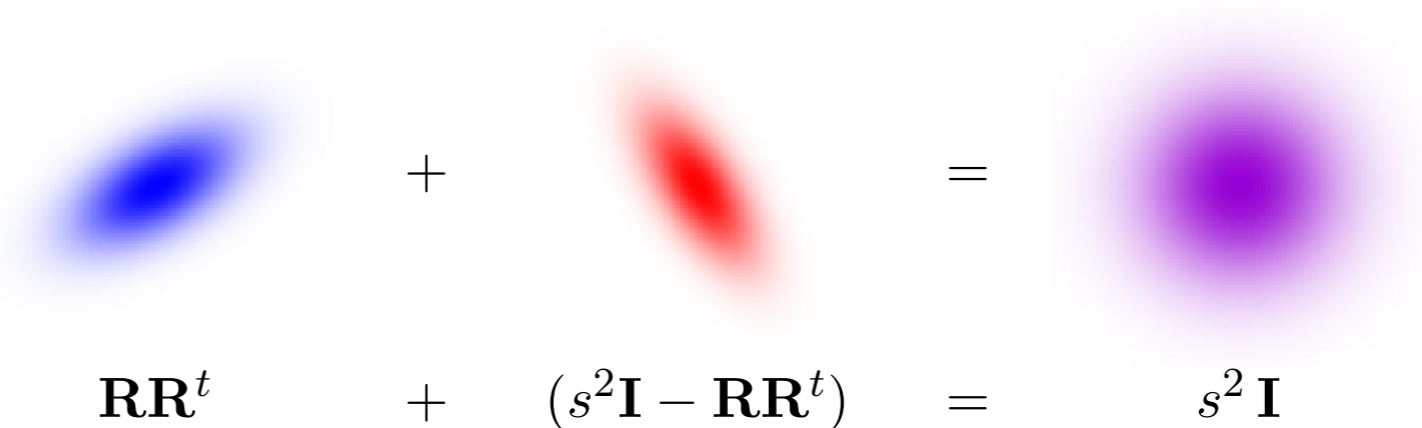
Want to output spherical Gaussian!  
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Convolution of  
Gaussians



To fix covariance:

- Generate perturbation vector  $\mathbf{p}$  with covariance  $(s^2\mathbf{I} - \mathbf{R}\mathbf{R}^t)$
- Sample spherical  $\mathbf{z}$  such that  $\mathbf{G}\mathbf{z} = \mathbf{u} - \mathbf{A}\mathbf{p}$
- Output  $\mathbf{x} = \mathbf{p} + \begin{bmatrix} \mathbf{R} \\ \mathbf{I} \end{bmatrix} \cdot \mathbf{z}$

# Step 3: Reduce $f_{\mathbf{A}}^{-1}, g_{\mathbf{A}}^{-1}$ to $f_{\mathbf{G}}^{-1}, g_{\mathbf{G}}^{-1}$

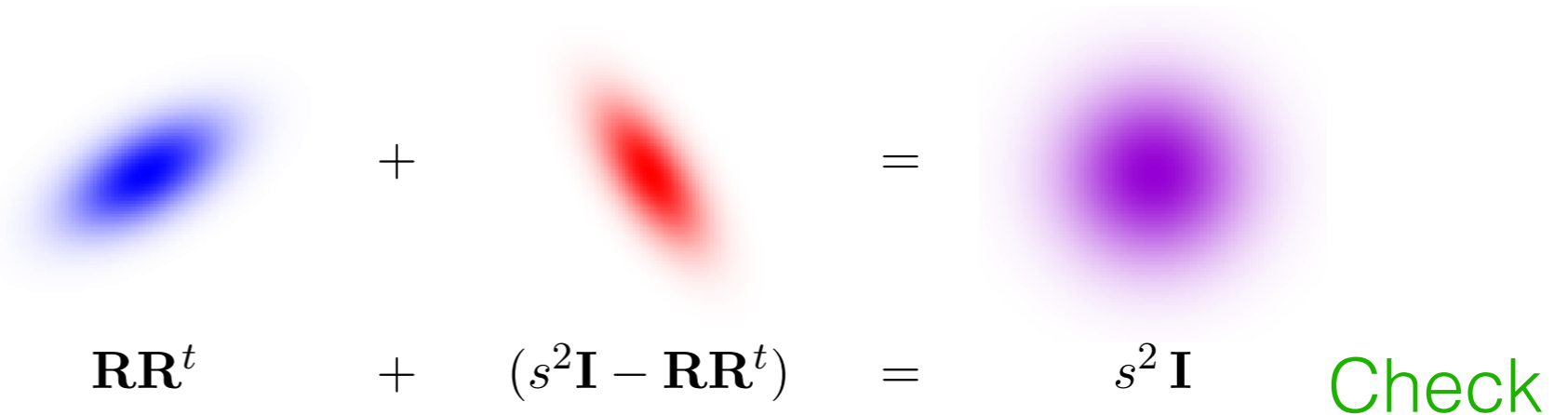
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Convolution of  
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To fix covariance:

- Generate perturbation vector  $\mathbf{p}$  with covariance  $(s^2\mathbf{I} - \mathbf{R}\mathbf{R}^t)$

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- Output  $\mathbf{x} = \mathbf{p} + \begin{bmatrix} \mathbf{R} \\ \mathbf{I} \end{bmatrix} \cdot \mathbf{z}$

$$\mathbf{A} \cdot \begin{bmatrix} \mathbf{R} \\ \mathbf{I} \end{bmatrix} = \mathbf{G}$$

$$\mathbf{A} \cdot \mathbf{x} = \mathbf{A}\mathbf{p} + \mathbf{A} \begin{bmatrix} \mathbf{R} \\ \mathbf{I} \end{bmatrix} \cdot \mathbf{z}$$

$$= \mathbf{A}\mathbf{p} + \mathbf{G}\mathbf{z} = \mathbf{u}$$

# Takeaway for Applications

Let  $\mathbf{B} \in \mathbb{Z}_q^{n \times m'}$ , uniform  $\mathbf{R} \in \mathbb{Z}_q^{m' \times n \log q}$ , Gaussian

Let  $\mathbf{A} =$ 

$\mathbf{B}$	$\mathbf{G} - \mathbf{B}\mathbf{R}$
--------------	-------------------------------------

Then,  $\mathbf{A}$  uniform, admits LWE and SIS inversion

$$f_{\mathbf{A}}^{-1}, g_{\mathbf{A}}^{-1}$$



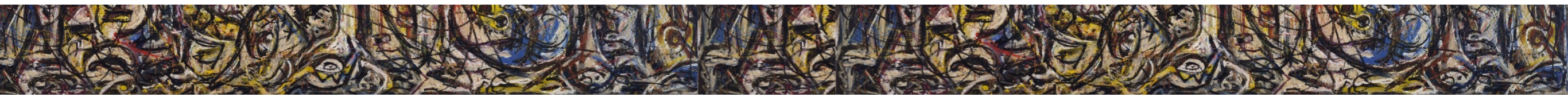
# Applications



# Identity Based Encryption (IBE)

In short.....

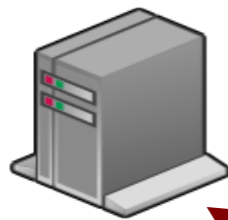
Public Key Encryption in which ANY arbitrary string can be public key!



# IBE: How does it work?

Key Server

- Master Secret
- Public Parameters



2

Requests private key,  
authenticates

Receives  
Private Key  
for bob@iitm.ac.in

3



Alice



Bob

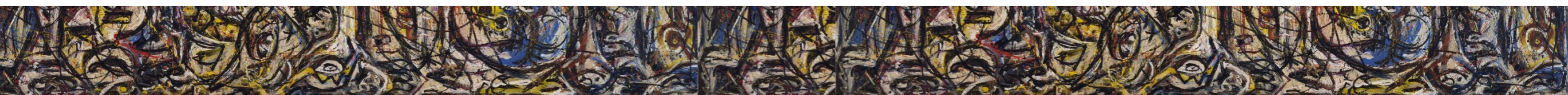


1

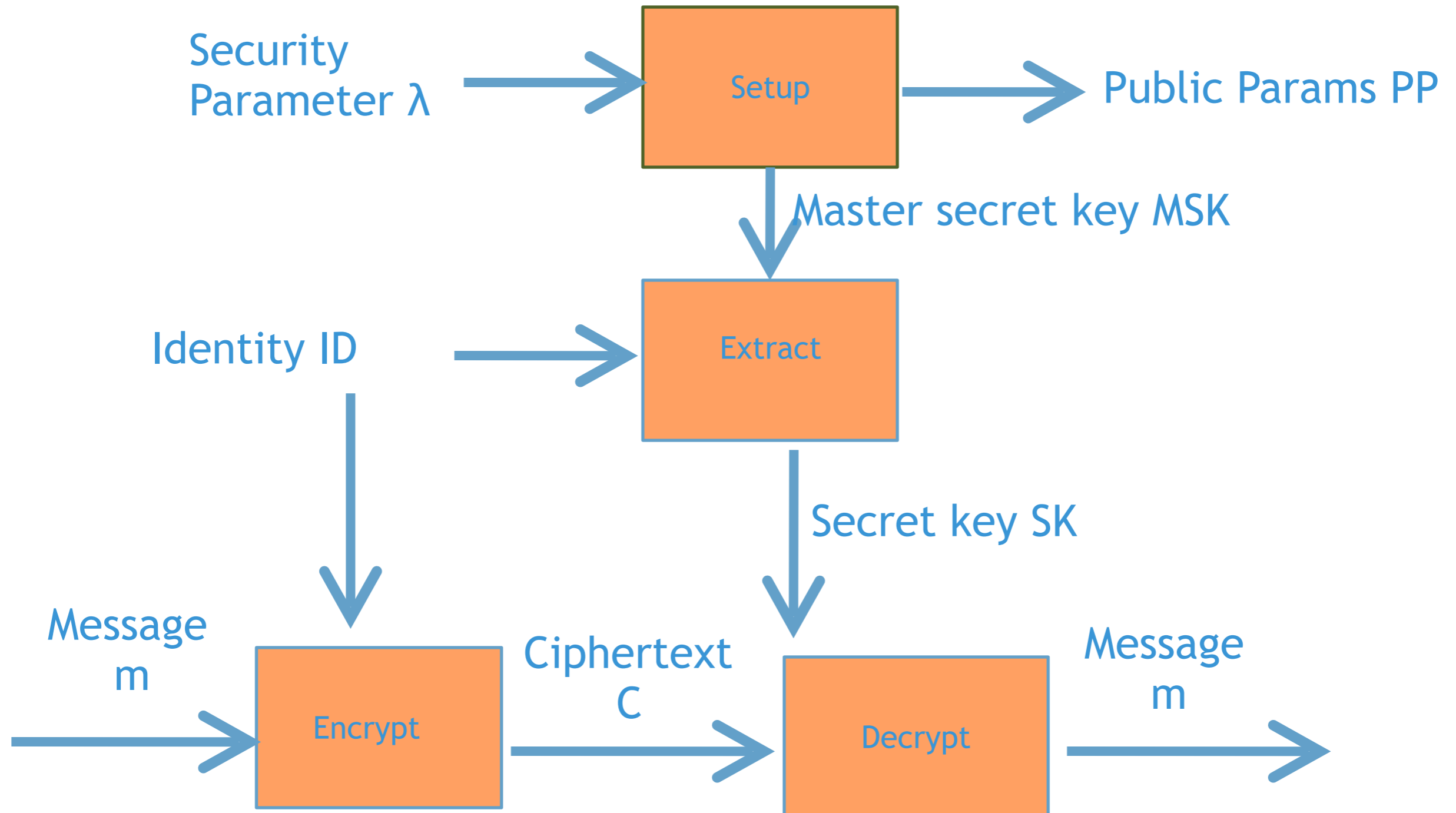
Alice encrypts with  
bob@iitm.ac.in

Bob decrypts with  
Private Key

4



# Identity Based Encryption




# Regev PKE

# Regev PKE

- ❖ Recall  $A(e) = u \bmod q$  hard to invert
- ❖ Secret:  $e$ , Public :  $A, u$

# Regev PKE

❖ Recall  $A(e) = u \pmod q$  hard to invert

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# Regev PKE

❖ Recall  $A(e) = u \pmod q$  hard to invert

❖ Secret:  $e$ , Public :  $A, u$  

❖ Encrypt  $(A, u)$  :

❖ Pick random vector  $s$

❖  $c_0 = A^T s + \text{noise}$

❖  $c_1 = u^T s + \text{noise} + \text{msg}$

# Regev PKE

❖ Recall  $A(e) = u \pmod q$  hard to invert

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❖ Pick random vector  $s$

❖  $c_0 = A^T s + \text{noise}$

❖  $c_1 = u^T s + \text{noise} + \text{msg}$

❖ Decrypt  $(e)$  :

❖  $e^T c_0 - c_1 = \text{msg} + \text{noise}$



# Regev PKE

❖ Recall  $A(e) = u \pmod q$  hard to invert

❖ Secret:  $e$ , Public :  $A, u$  

❖ Encrypt ( $A, u$ ) :

❖ Pick random vector  $s$

❖  $c_0 = A^T s + \text{noise}$

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❖ Decrypt ( $e$ ) :

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Encryption  
matrix  $A$

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❖  $e^T c_0 - c_1 = \text{msg} + \text{noise}$

Encryption  
matrix  $A$

Small only  
if  $e$  is small

# Broad structure IBE

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- ❖ Want to embed vector **id** in ciphertext and secret key.

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- ❖ Figure out way to compute short vector  $e$  such that

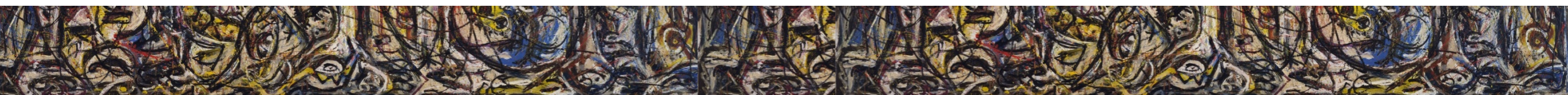
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$$\left\{ F_{id} \right\} e \equiv u \pmod{q}$$

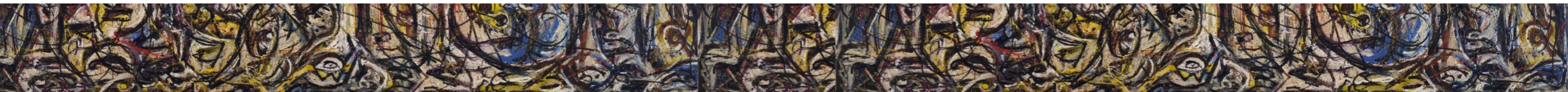


# Identity Based Encryption [CHKP10]



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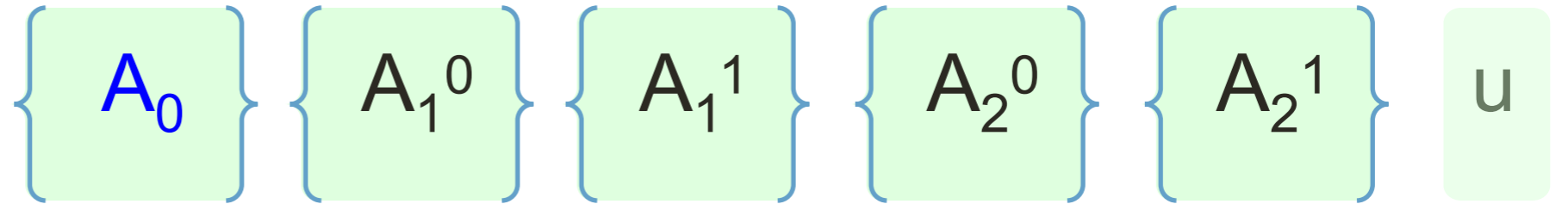
Let  $lidl=2$



# Identity Based Encryption [CHKP10]

Let  $|\text{id}|=2$

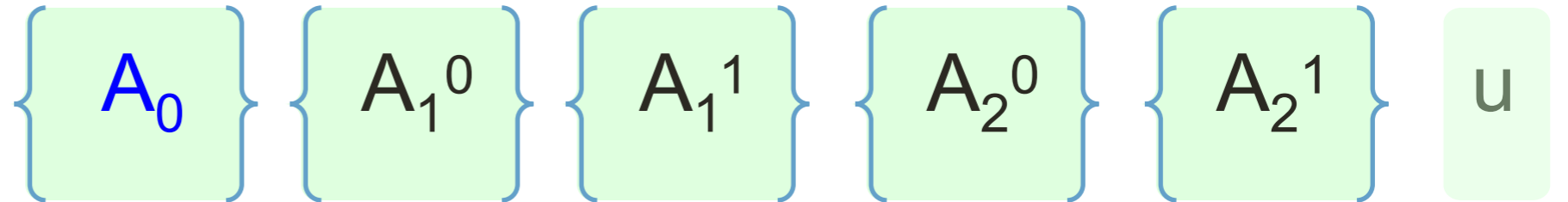
- Parameters



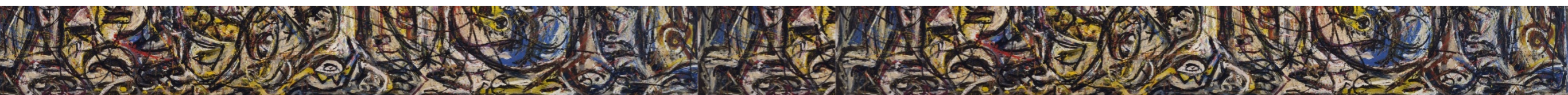
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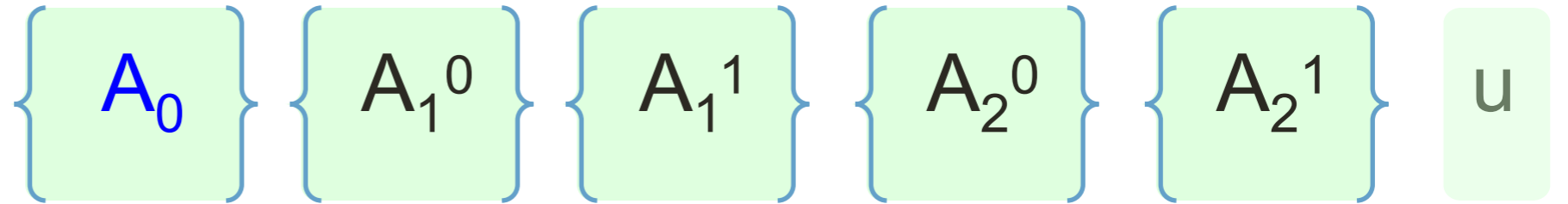
- Master secret key : basis for  $A_0$



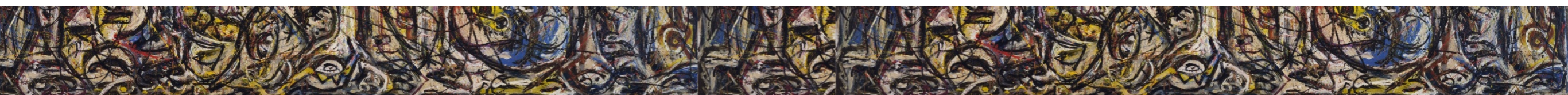
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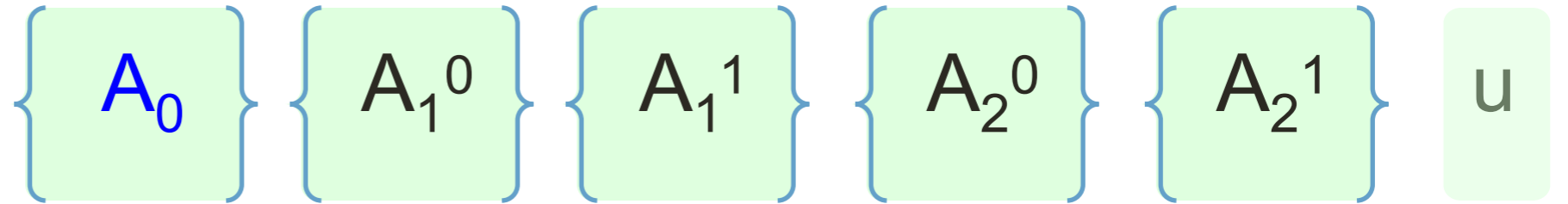
- Master secret key : basis for  $A_0$
- Secret Key for ( $\text{id}=\mathbf{01}$ ) : short  $e$  such that  $F_{01} e = u \pmod q$



# Identity Based Encryption [CHKP10]

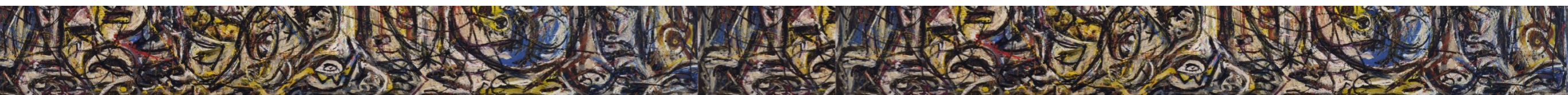
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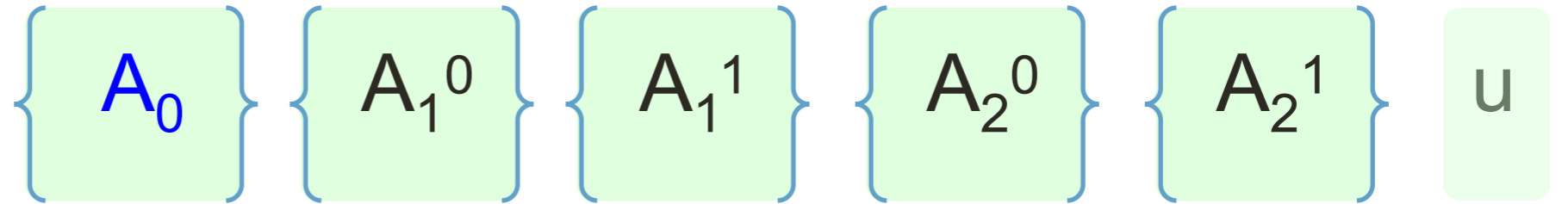
Where  $F_{01} = [A_0 | A_1^0 | A_2^1]$  (one block per bit!)



# Identity Based Encryption [CHKP10]

Let  $|id|=2$

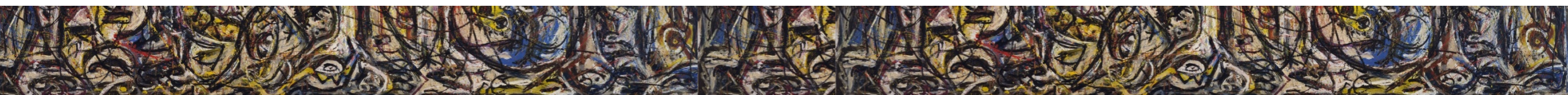
- Parameters



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Where  $F_{01} = [A_0 | A_1^0 | A_2^1]$  (one block per bit!)

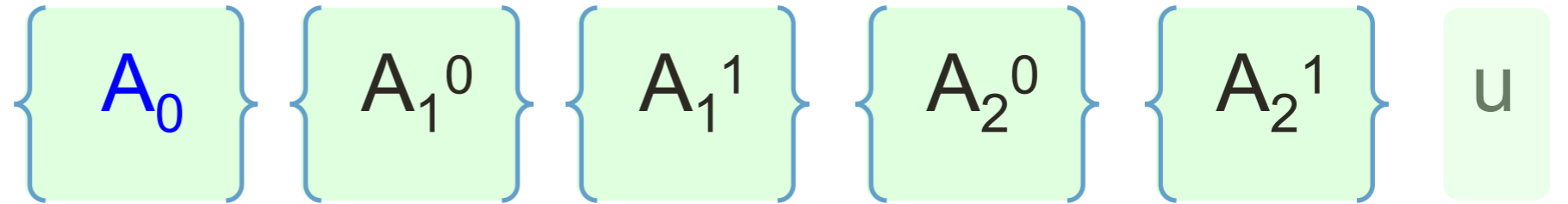
- Figure out how to compute trapdoor for “extended” matrix  $[T_1 | T_2 | T_3]$



# Identity Based Encryption [CHKP10]

Let  $|id|=2$

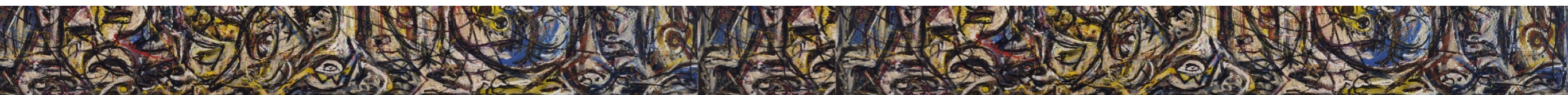
- Parameters



- Master secret key : basis for  $A_0$
- Secret Key for ( $id=01$ ) : short  $e$  such that  $F_{01} e = u \pmod q$

Where  $F_{01} = [A_0 | A_1^0 | A_2^1]$  (one block per bit!)

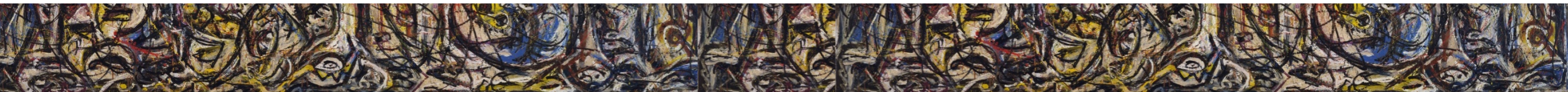
- Figure out how to compute trapdoor for “extended” matrix  $[T_1 | T_2 | T_3]$
- Encrypt ( $b, id=01$ ): Uses regev PKE on matrix  $F_{01}$





# Identity Based Encryption [CHKP10]

Let  $lidl=2$

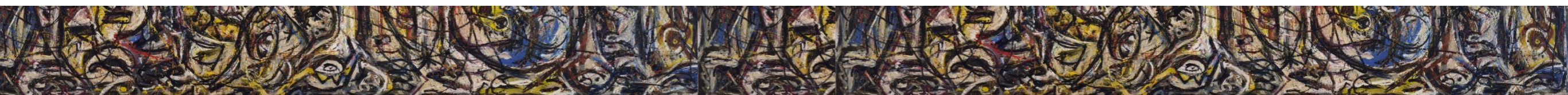


# Identity Based Encryption [CHKP10]

Let  $|\text{id}|=2$

- **Secret Key** for  $(\text{id}=01)$  : low norm vector  $e$  such that

$$F_{01} e = [A_0 | A_1^0 | A_2^1] e = u \pmod{q}$$



# Identity Based Encryption [CHKP10]

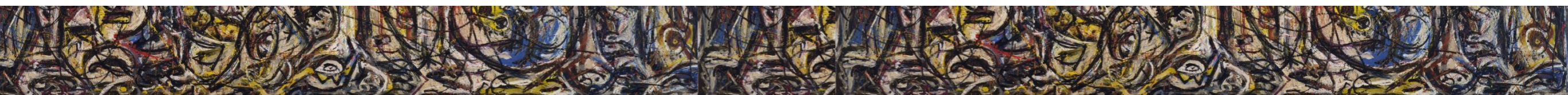
Let  $|\text{id}|=2$

- **Secret Key** for  $(\text{id}=01)$  : low norm vector  $e$  such that

$$F_{01} e = [A_0 | A_1^0 | A_2^1] e = u \pmod{q}$$

- **Encrypt**  $(b, \text{id}=01)$ :

- $c_0 = F_{01}^T s + \text{noise}, \quad c_1 = u^T s + \text{noise} + \text{msg}$



# Identity Based Encryption [CHKP10]

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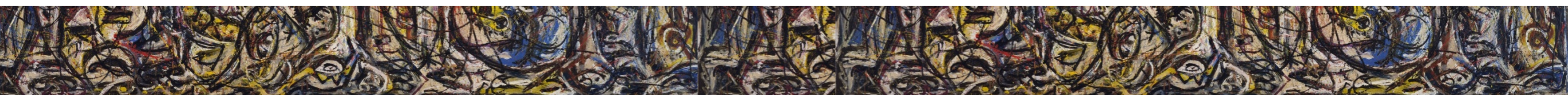
$$F_{01} e = [A_0 | A_1^0 | A_2^1] e = u \text{ mod } q$$

- **Encrypt**  $(b, id=01)$ :

- $c_0 = F_{01}^T s + \text{noise}$ ,  $c_1 = u^T s + \text{noise} + \text{msg}$

- **Decrypt**

- Compute  $e^T c_0 - c_1 = \text{noise} + \text{msg} \text{ mod } q$



# IBE Security



Challenger Ch.



Adversary Ad.

# IBE Security

Get instance of  
hard problem **H**



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Challenger Ch.

$ID^*$



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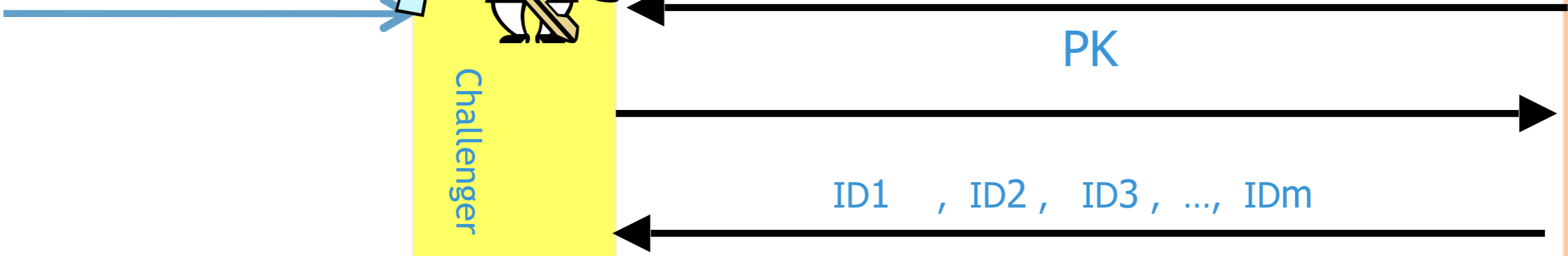


Adversary Ad.

$ID^*$

PK

$ID_1, ID_2, ID_3, \dots, ID_m$



# IBE Security

Get instance of hard problem  $H$



Challenger Ch.



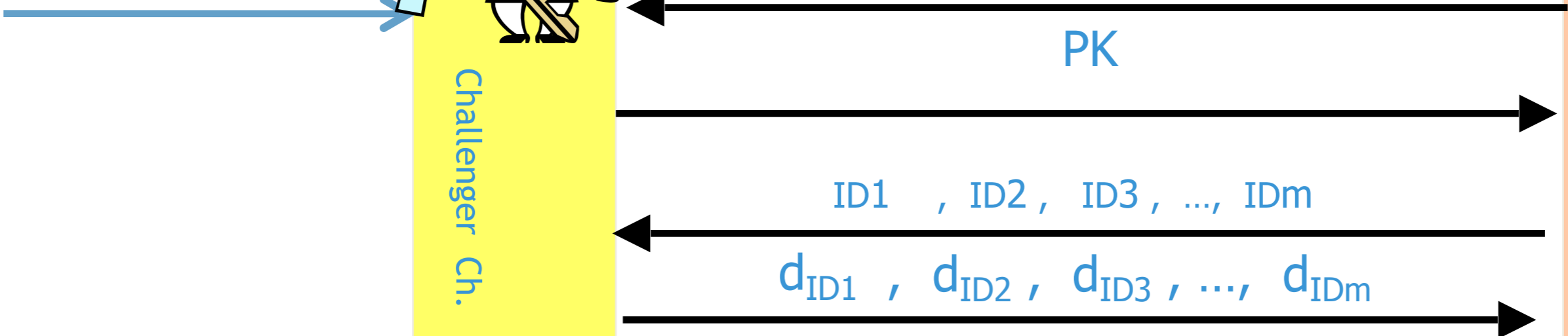
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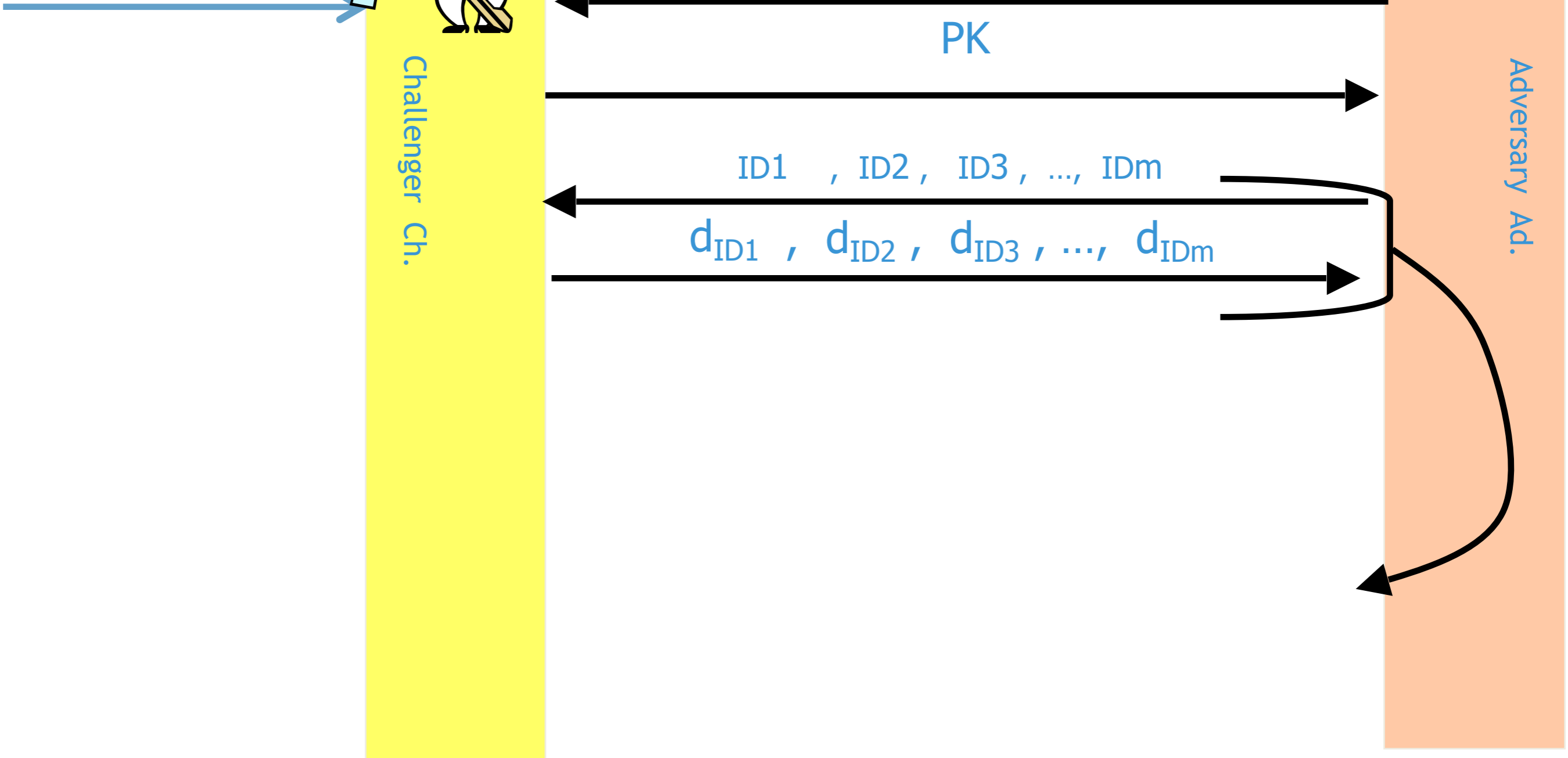
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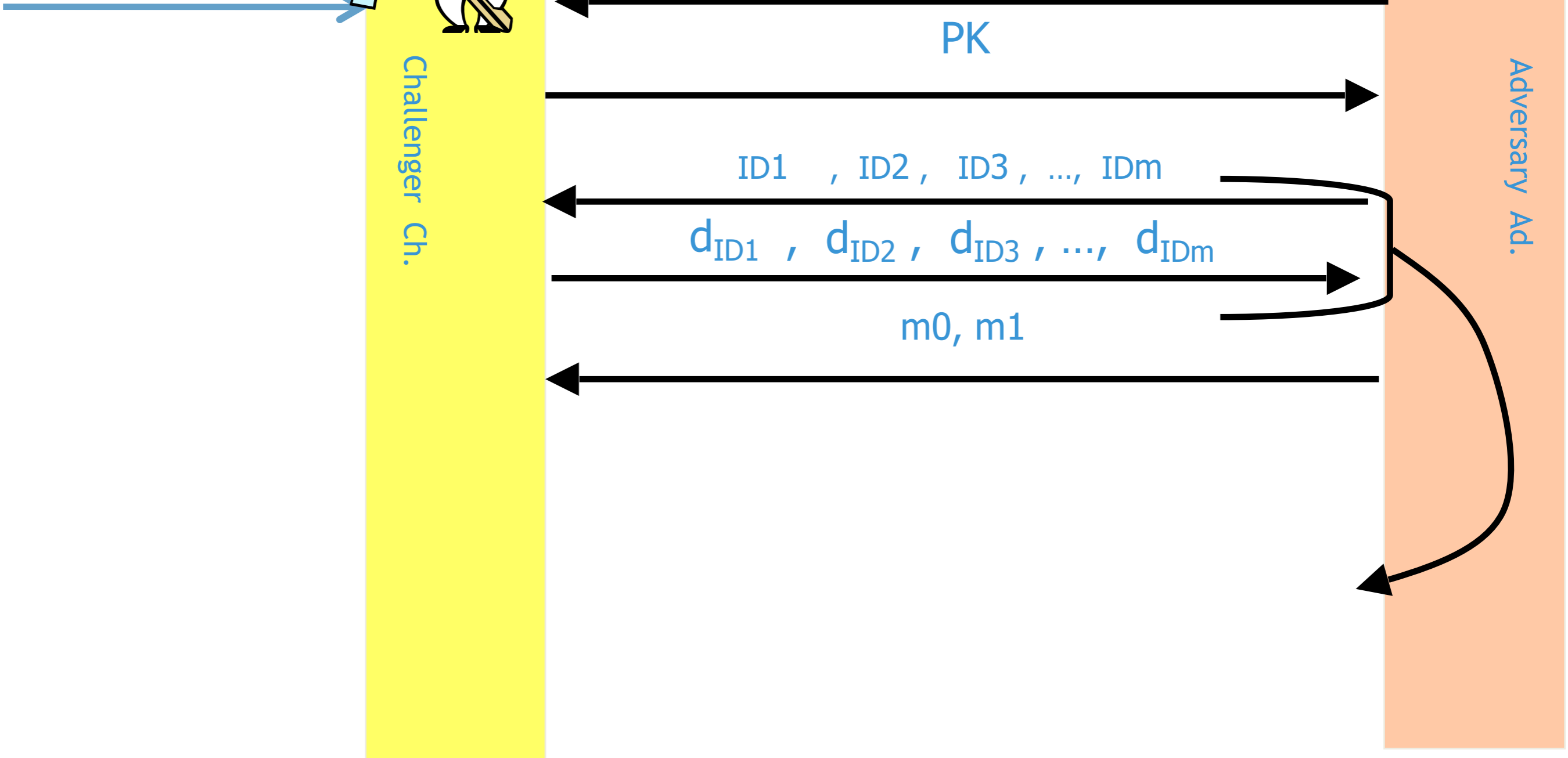
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$m_0, m_1$



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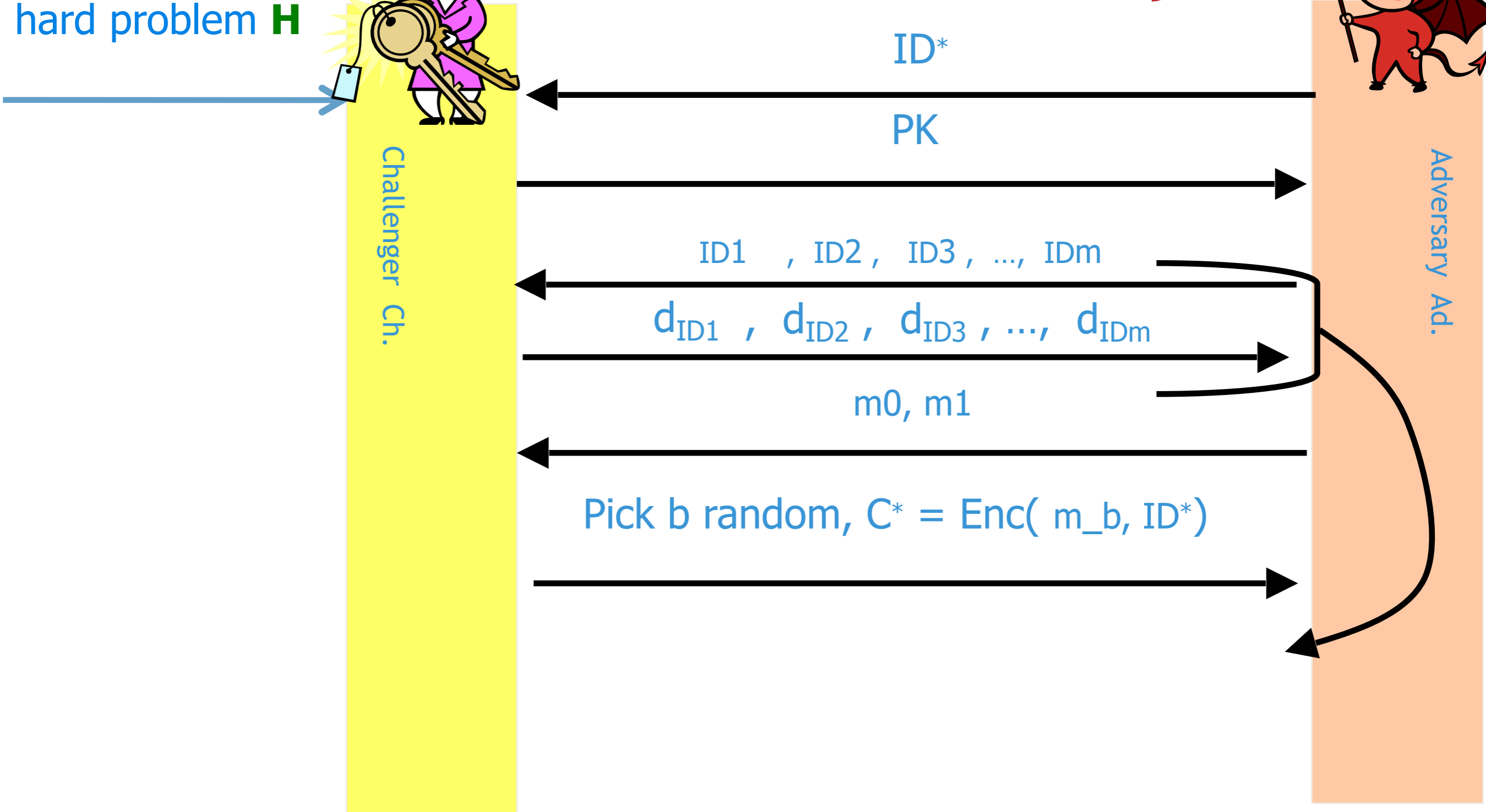
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$m_0, m_1$

Pick  $b$  random,  $C^* = \text{Enc}(m_b, ID^*)$



# IBE Security

Get instance of hard problem  $H$



Challenger Ch.



Adversary Ad.

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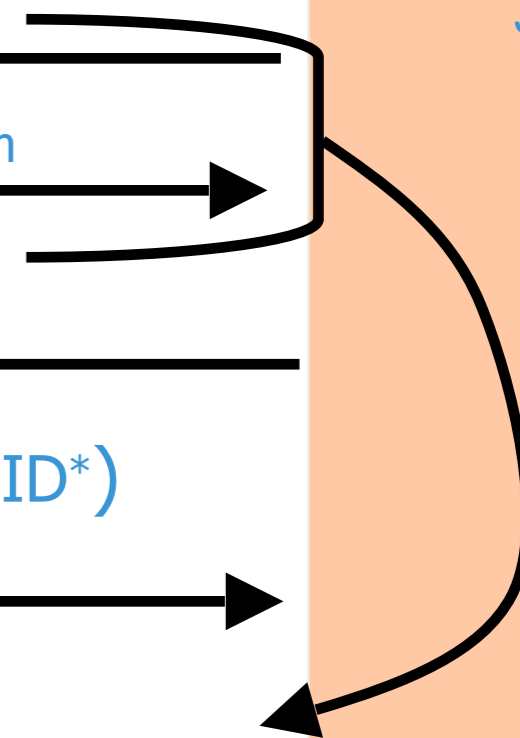
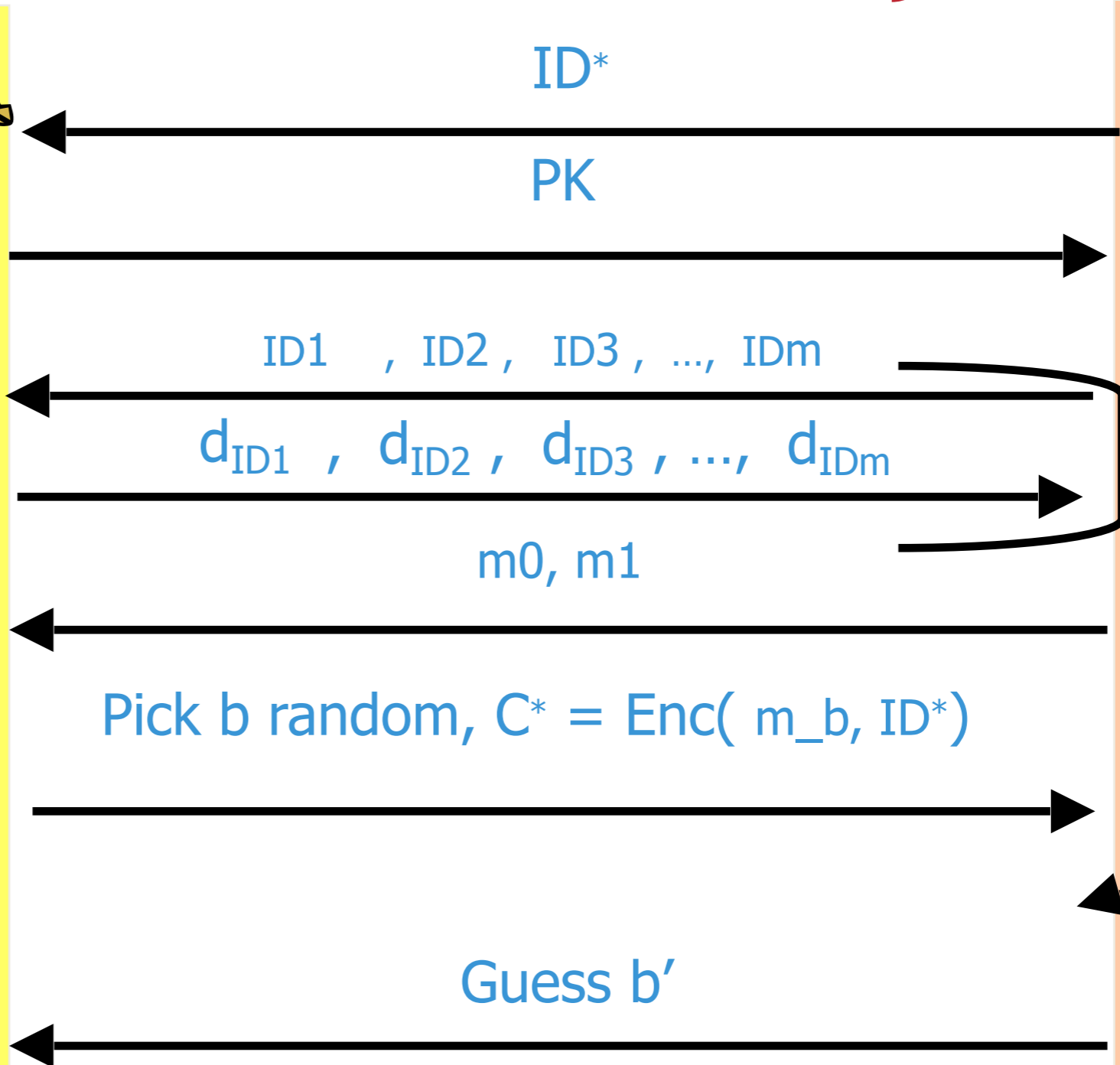
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# IBE Security

Get instance of hard problem **H**



Challenger Ch.



Adversary Ad.

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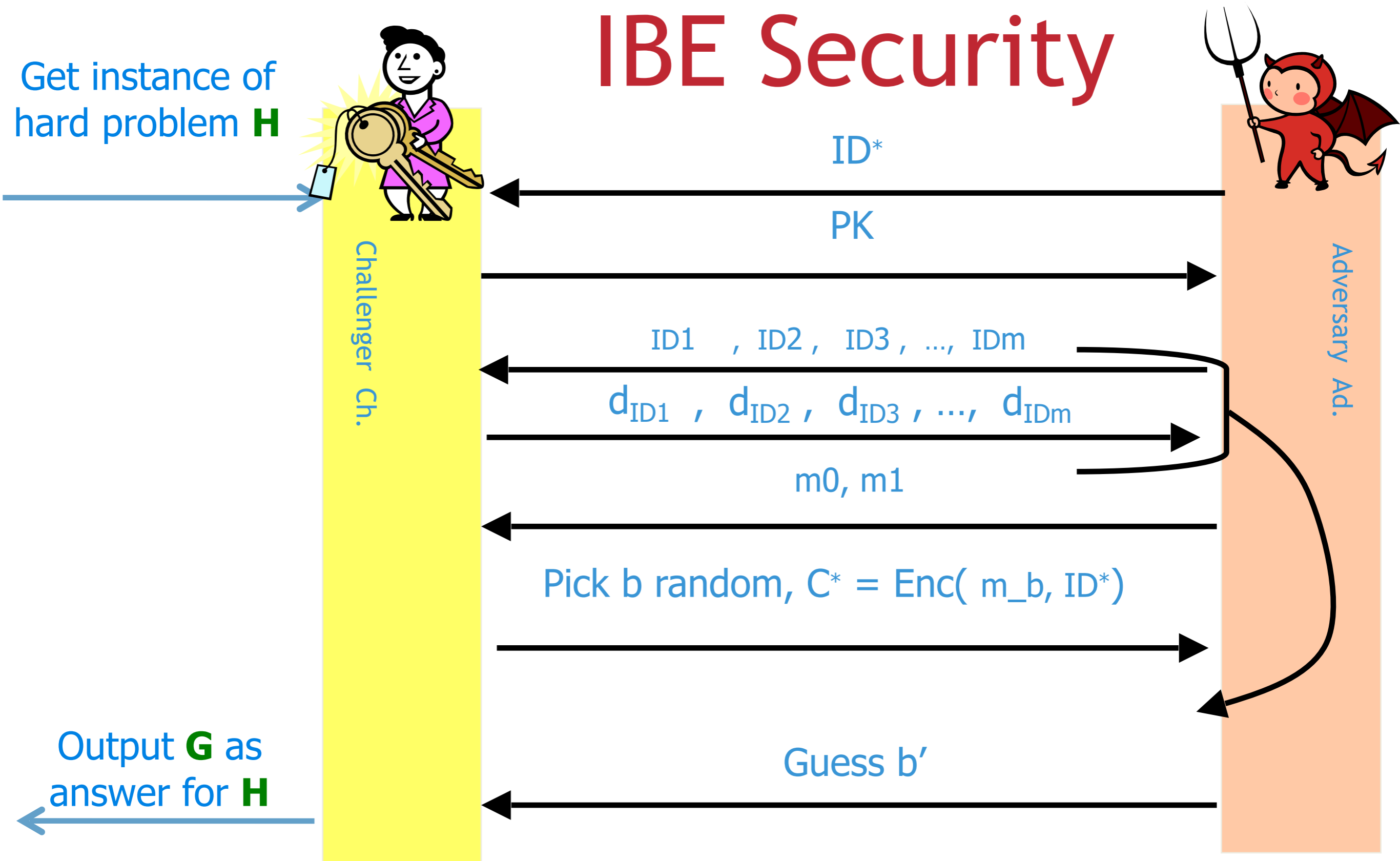
$m_0, m_1$

Pick  $b$  random,  $C^* = \text{Enc}(m_b, ID^*)$

Guess  $b'$

Output **G** as answer for **H**

# IBE Security



Attacker wins if  $|\Pr[b=b'] - 1/2|$  is non-negligible



# Security Model: Key Points

- Ch. needs to be able to **answer private key** queries of Ad.
- Ch. should **not** be able to answer query for  $id^*$  (hence can't have master trapdoor)
- Ch. should be able to generate challenge ciphertext so that Ad's answer is useful.

# Simulation

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- Let challenge identity  $id^* = 11$

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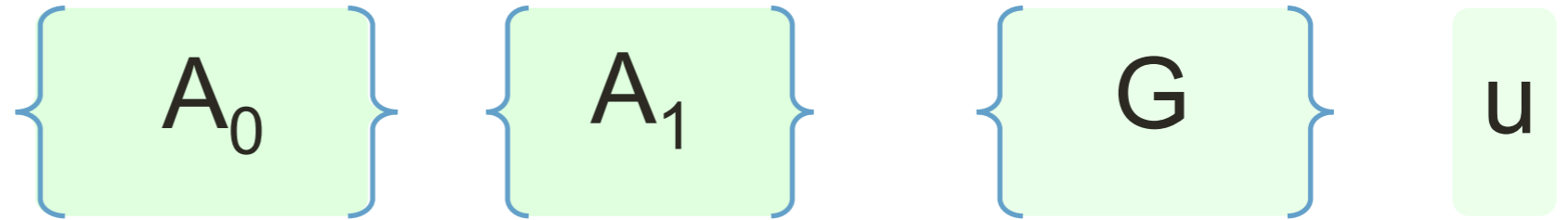
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- Cannot compute basis of  $F_{11} = [A_0 | A_1^1 | A_2^1]$



# Efficient Identity Based Encryption [ABB10]

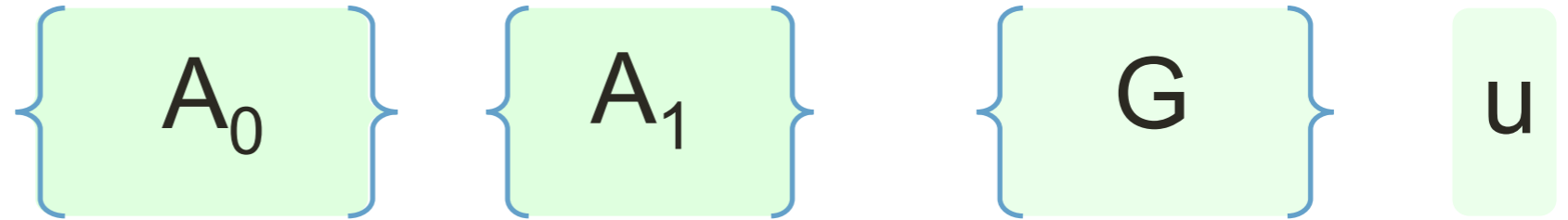
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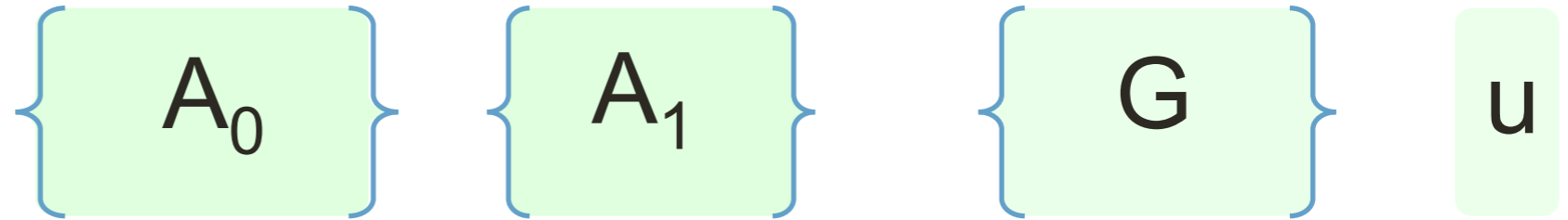
Parameters:



Independent of  $lidl$ !

# Efficient Identity Based Encryption [ABB10]

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Parameters:  $\{A_0\}$   $\{A_1\}$   $\{G\}$   $u$

Master Secret Key: Trapdoor for  $A_0$

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$$\text{Let } F_{id} = [A_0 \mid A_1 + id \times G]$$

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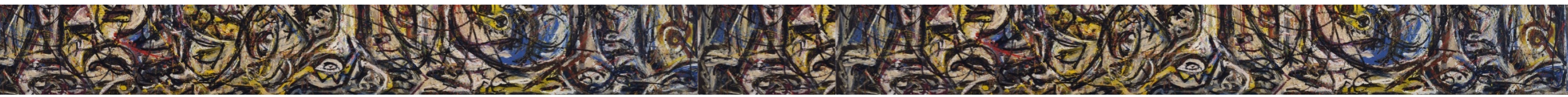
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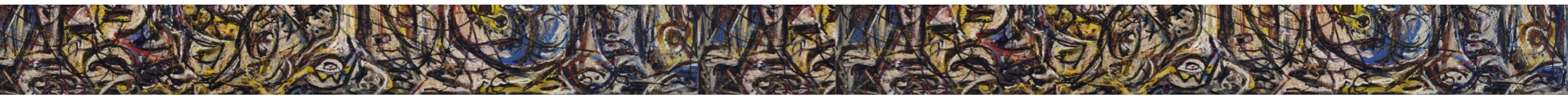
Know how to compute trapdoor for “extended” matrix  
 $[A_0 \mid \textit{any}]$

# Efficient Identity Based Encryption [ABB10]



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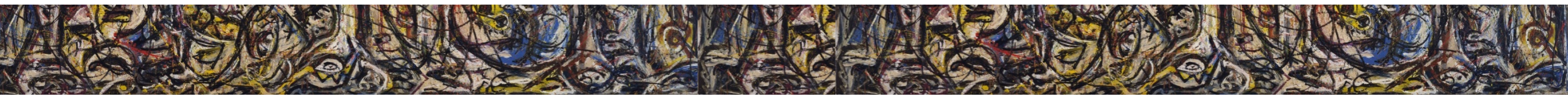
Encryption for  $id'$  = Regev PKE on matrix  $F_{id}$



# Efficient Identity Based Encryption [ABB10]

Encryption for  $id'$  = Regev PKE on matrix  $F_{id}$

- ❖ Pick random vector  $s$
- ❖ Let  $F_{id} = [A_0 \mid A_1 + id \times G]$
- ❖  $C = u^T s + \text{noise} + \text{msg}$
- ❖  $C' = F_{id}^T s + \text{noise}$



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Fixed  
size

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❖  $C' = F_{id}^T s + \text{noise}$

# Efficient Identity Based Encryption [ABB10]

$$C_0 = u^T s + \text{noise} + m \text{ and } C_1 = F_{id}^T s + \text{noise}$$

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$w = m + \text{noise}$  from which we can recover  $m$ .

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**Simulation:** Let challenge identity =  $id^*$

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Random low norm matrix

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**Simulation:** Let challenge identity =  $id^*$

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Let  $\mathbf{A} =$ 

$\mathbf{B}$	$\mathbf{G} - \mathbf{B}\mathbf{R}$
--------------	-------------------------------------

Then,  $\mathbf{A}$  uniform, admits LWE and SIS inversion

$$f_{\mathbf{A}}^{-1}, g_{\mathbf{A}}^{-1}$$

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MP12

Let  $\mathbf{B} \in \mathbb{Z}_q^{n \times m'}$ , uniform  $\mathbf{R} \in \mathbb{Z}_q^{m' \times n \log q}$ , Gaussian

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Developed  
in ABB10

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- Can find basis for  $F_{\text{id}}$  given basis for  $G$  !
- Trapdoor vanishes for  $\text{id} = \text{id}^*$

Developed  
in ABB10

# Efficient Identity Based Encryption [ABB10]

Real System

Simulation



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$$PP = A_0, A_1, G$$

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MSK = Trapdoor for  $A_0$

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MSK = Trapdoor for  $G$

# Efficient Identity Based Encryption [ABB10]

$$PP = A_0, A_1, G$$

Real System

MSK = Trapdoor for  $A_0$   
 $A_1$  = Randomly chosen

Simulation

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Indistinguishable since  $R$  is random!

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$$PP = A_0, A_1, G$$

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MSK = Trapdoor for  $A_0$

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Encryption matrix  $F_{id} = [A_0 | A_1 + id \cdot G]$

Secret Key = short vector in  $F_{id}$

## Simulation

MSK = Trapdoor for  $G$

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MSK  $\rightarrow$  Key for any  $id$

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$A_1 = A_0 R - id^* G$

Encryption matrix  $F_{id} = [A_0 | A_1 + id \cdot G]$   
 $= [A_0 | A_0 R + (id - id^*) G]$

Secret Key = short vector in  $F_{id}$

Indistinguishable since  $R$  is random!

# Efficient Identity Based Encryption [ABB10]

$$PP = A_0, A_1, G$$

## Real System

MSK = Trapdoor for  $A_0$

$A_1$  = Randomly chosen

Encryption matrix  $F_{id} = [A_0 | A_1 + id \cdot G]$

Secret Key = short vector in  $F_{id}$

MSK  $\rightarrow$  Key for any id

## Simulation

MSK = Trapdoor for  $G$

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 $= [A_0 | A_0 R + (id - id^*) G]$

Secret Key = short vector in  $F_{id}$

Trapdoor for  $G \rightarrow$  Key for  $id \neq id^*$

Indistinguishable since  $R$  is random!



An abstract painting with a dense, chaotic composition of dark, swirling lines and splatters of color. The palette includes black, white, yellow, blue, and red. The overall effect is one of intense energy and complexity.

Generalizing to inner products (AFV11)

# Generalizing to Inner Product (KSW08)



Key :  $y = (y_1, \dots, y_n)$

CT :  $x = (x_1, \dots, x_n)$

Function  $f(x, y) = \begin{cases} 1 & \text{if } \langle x, y \rangle = 0 \\ 0 & \text{otherwise} \end{cases}$

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Supports:

- OR — Bob OR Alice  $OR_{A,B}(z) = 1$  if  $z = A$  OR  $z = B$   
 $p(z) = (A - z)(B - z)$
- CNF/DNF formulas of bounded size

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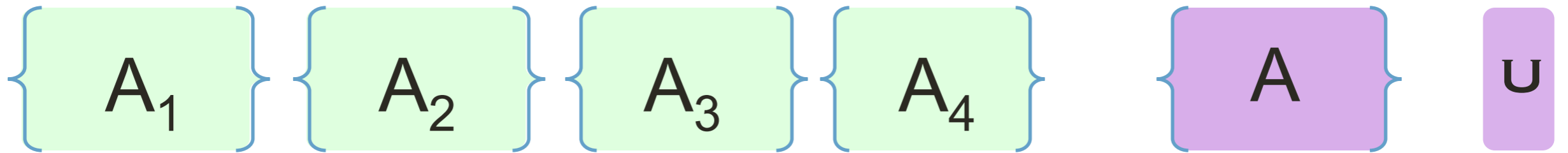
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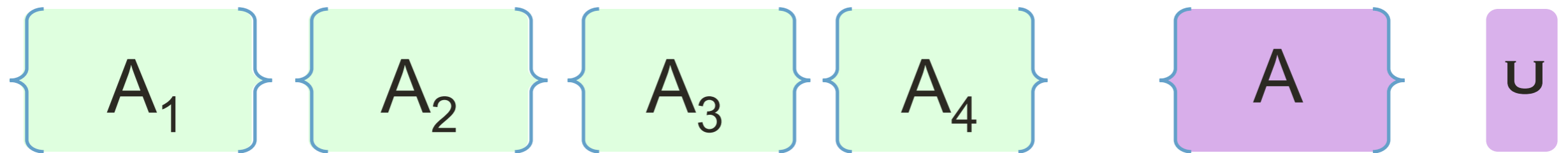
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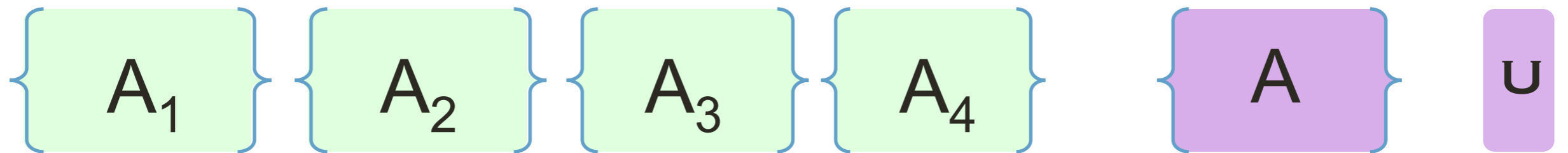
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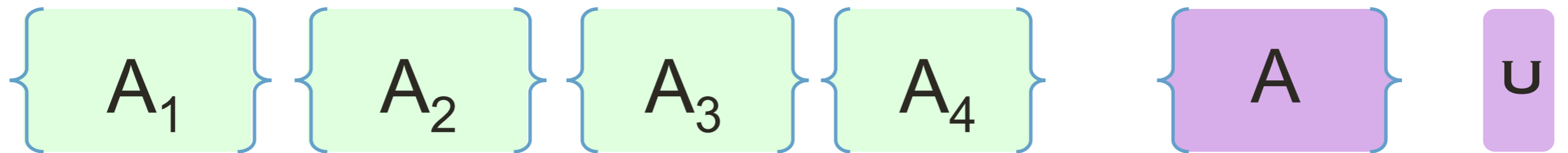
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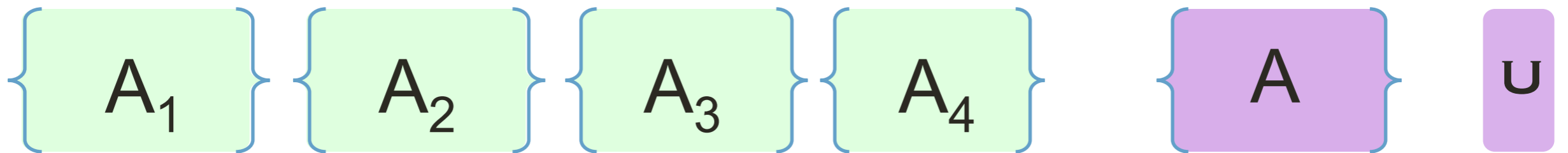
❖ Define  $F_y = [A \mid \sum y_i A_i]$

$$\left\{ \begin{array}{c} A \\ \sum y_i A_i \end{array} \right\} e_y \equiv u \pmod{q}$$

A diagram illustrating the equation  $F_y \cdot e_y \equiv u \pmod{q}$ . On the left, a purple box containing  $A$  and a light green box containing  $\sum y_i A_i$  are grouped together by a blue bracket. To their right is an orange box containing  $e_y$ . This is followed by an equivalence symbol  $\equiv$ , a purple box containing  $u$ , and the text  $\pmod{q}$ .

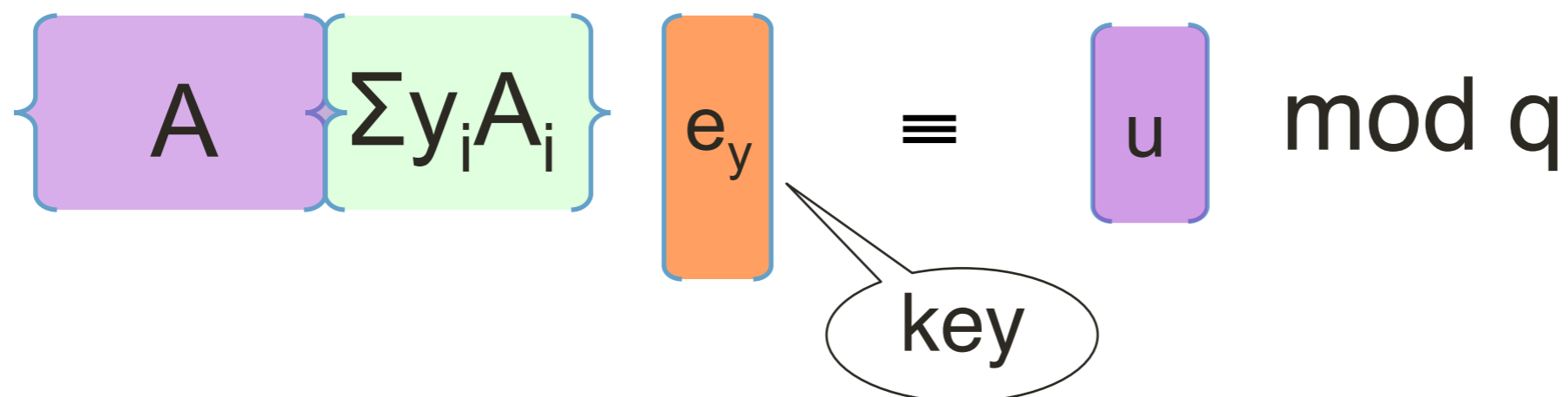
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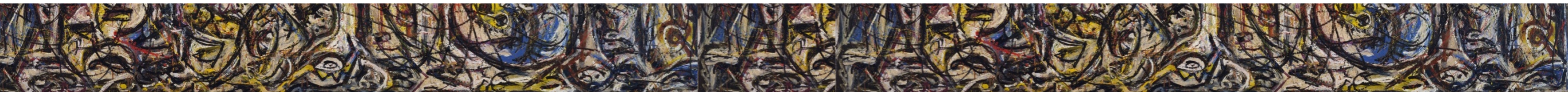


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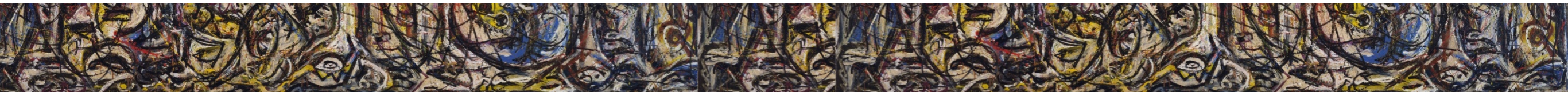


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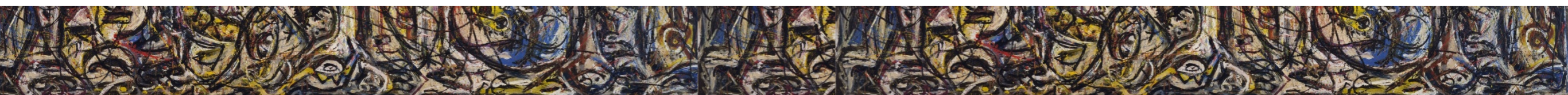
Encryption for vector  $x = (x_1 \ x_2 \ x_3 \ x_4) :$



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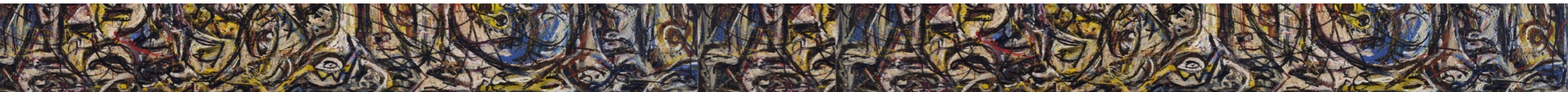
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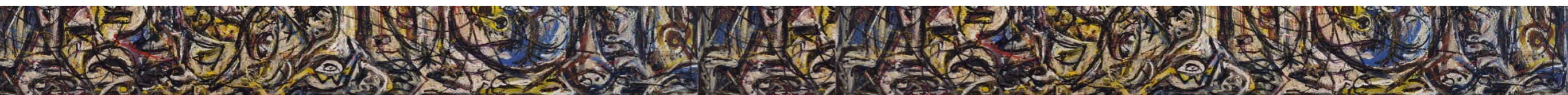


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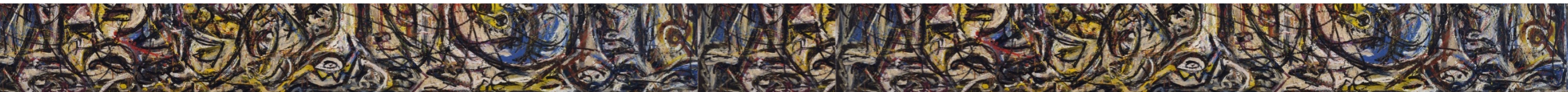
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Ciphertext Hides  
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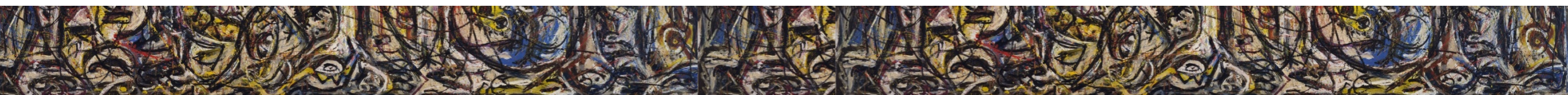




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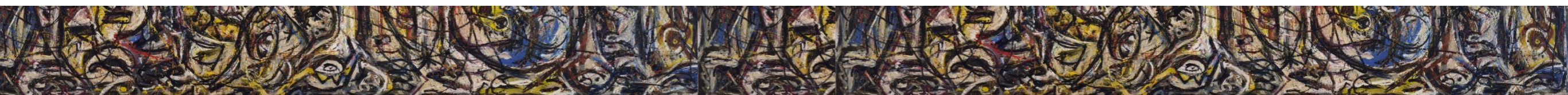


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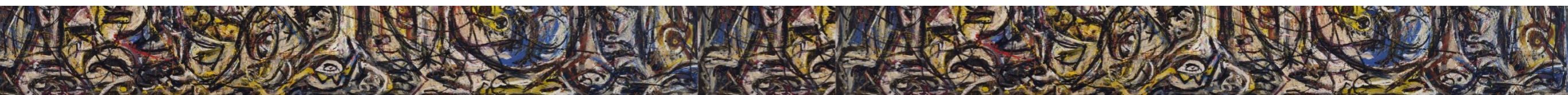
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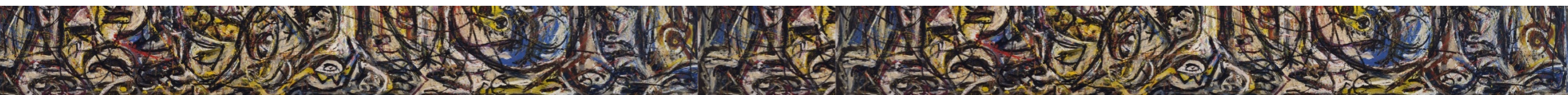
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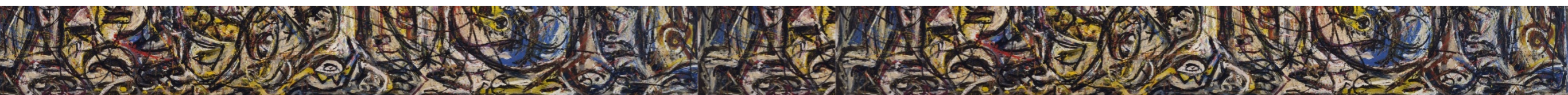
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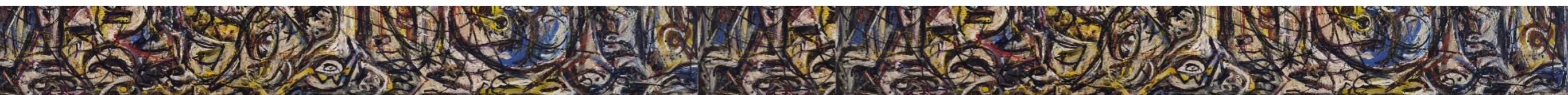
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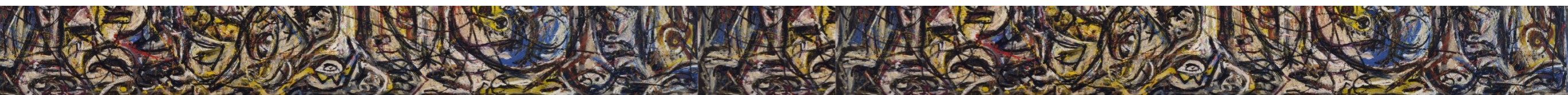
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But this is what we have the key for !  
Perform Regev Decryption.

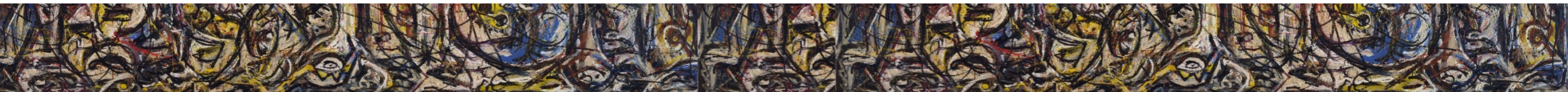


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Generalizing to circuits (BGG+14)

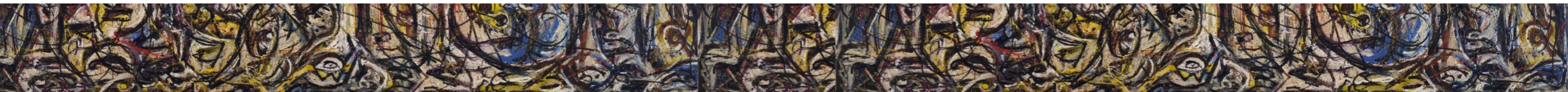


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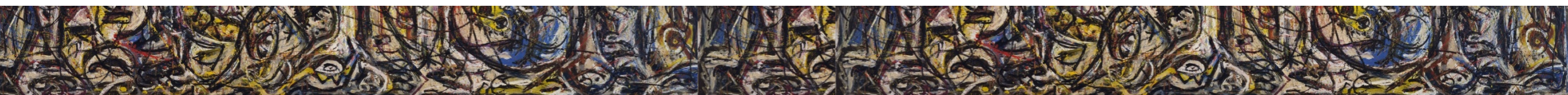
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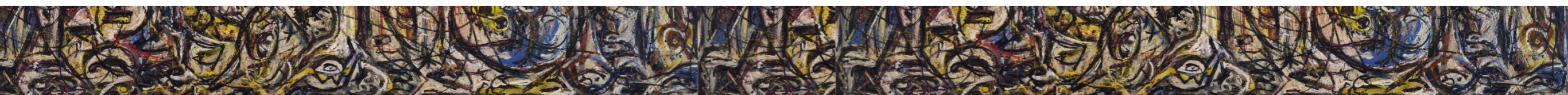


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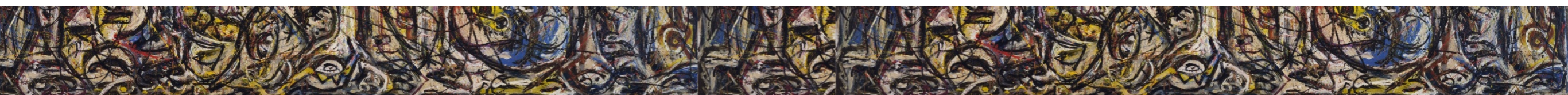
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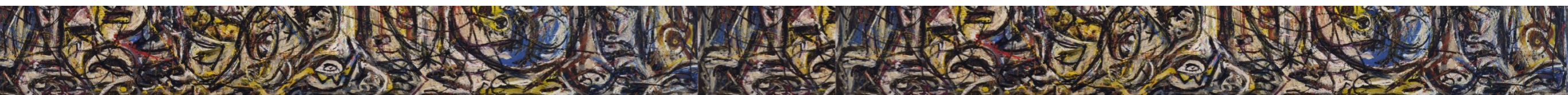
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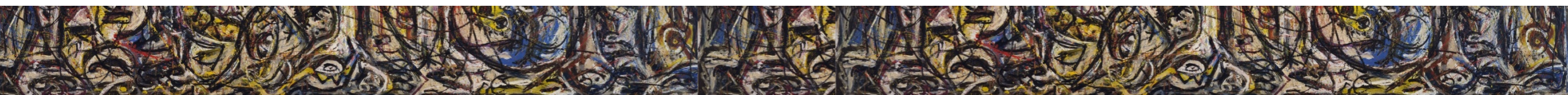
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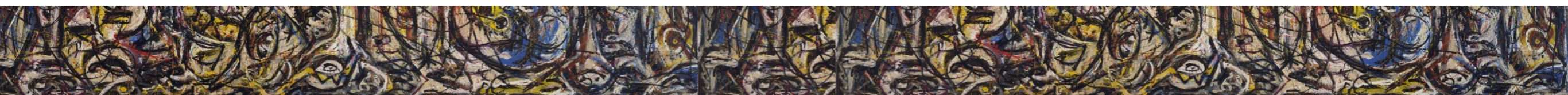
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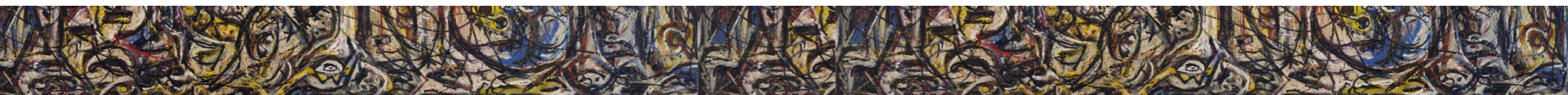
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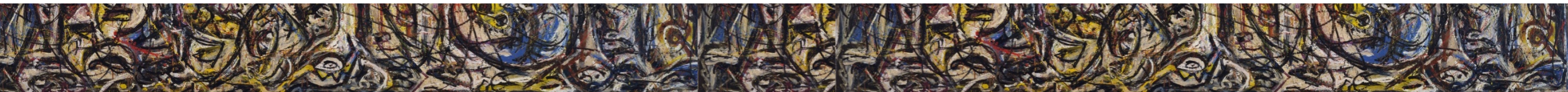
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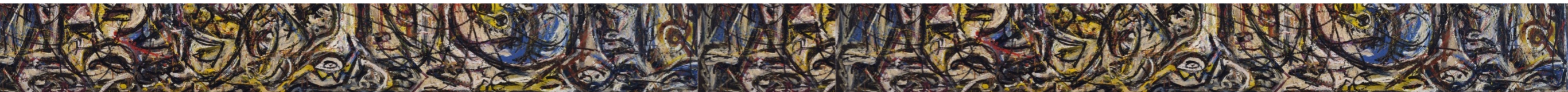


# Handling Multiplication [BGG+14]



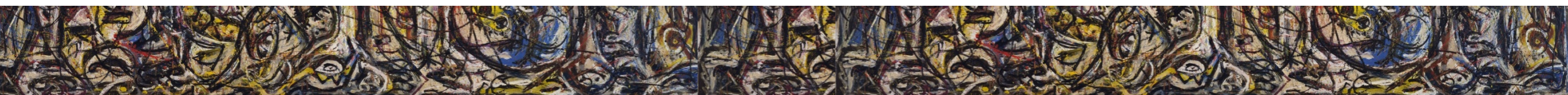
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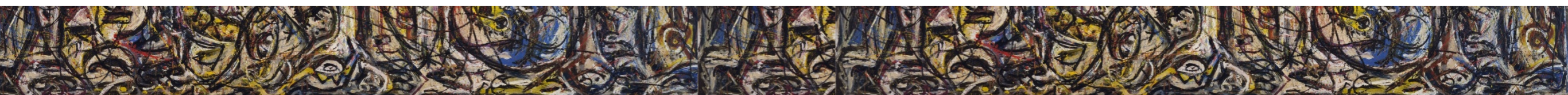
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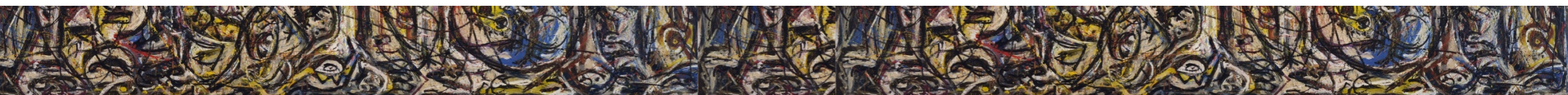


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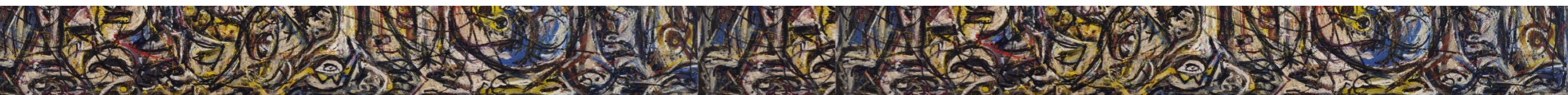
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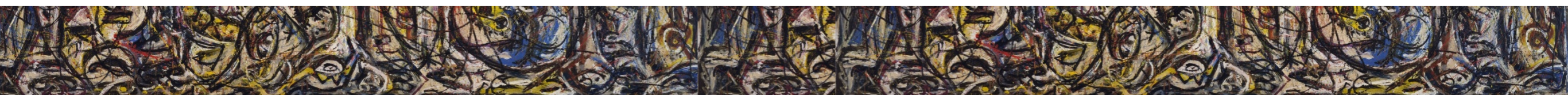
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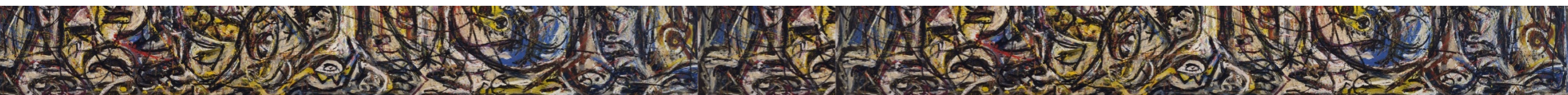
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$$(A_2 + x_2 G)$$



# Handling Multiplication [BGG+14]

Recall  $G G^{-1} (A) = A$

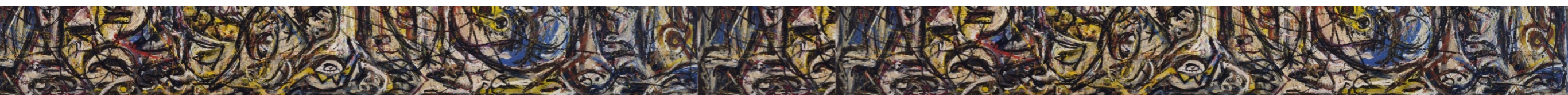
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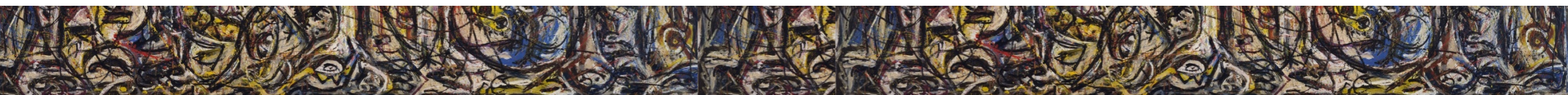
$$C_1 = (A_1 + x_1 G)^T s + \text{noise} \quad C_2 = (A_2 + x_2 G)^T s + \text{noise}$$

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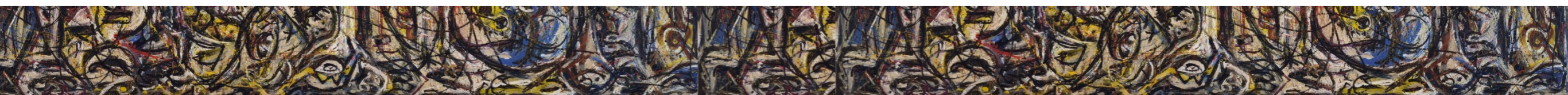
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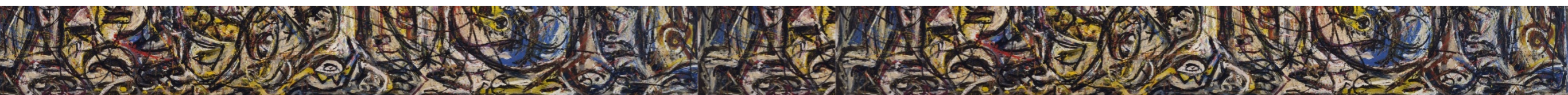
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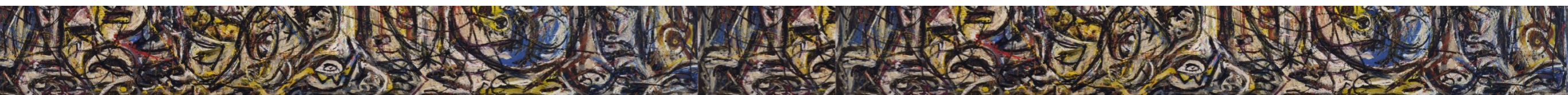
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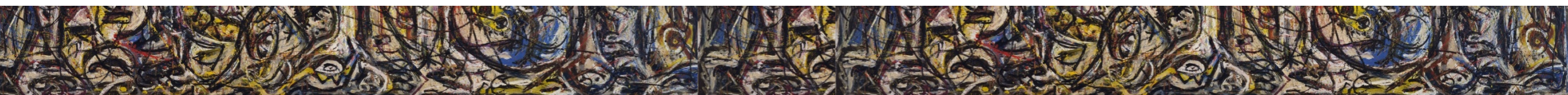
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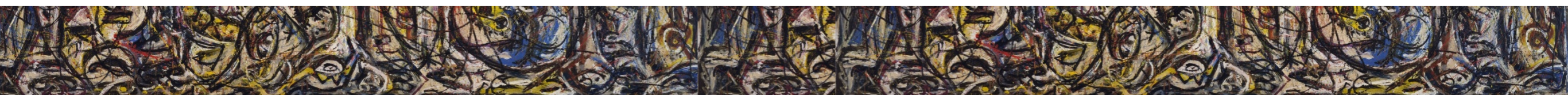
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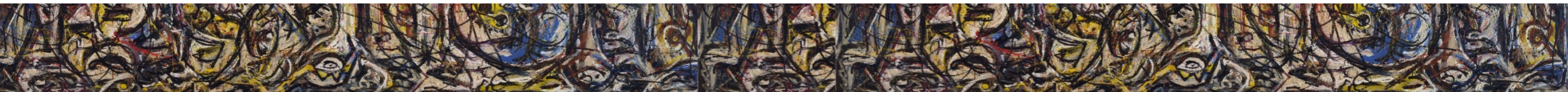
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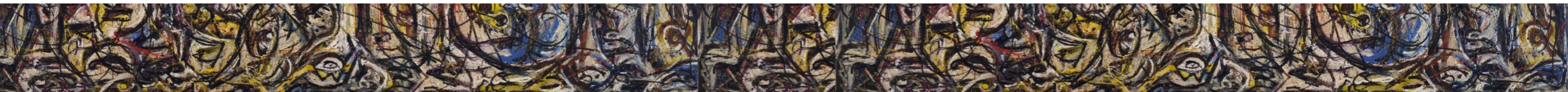


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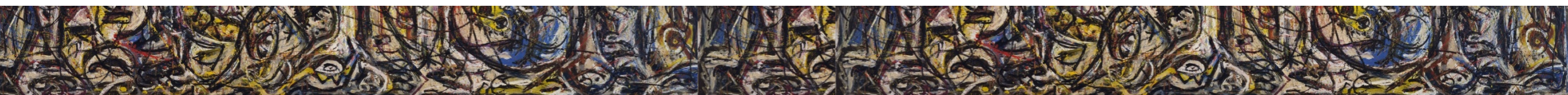
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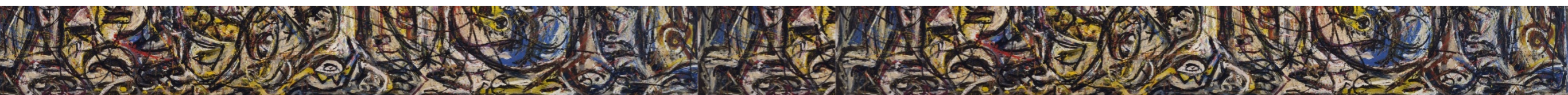
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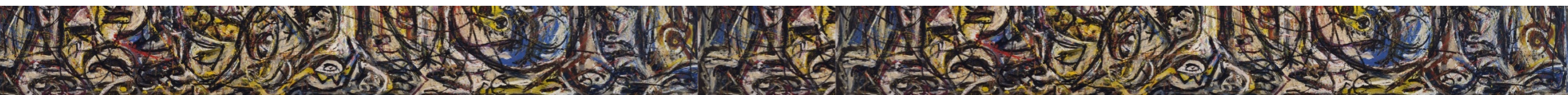
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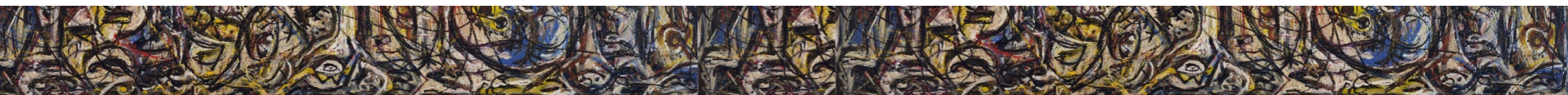
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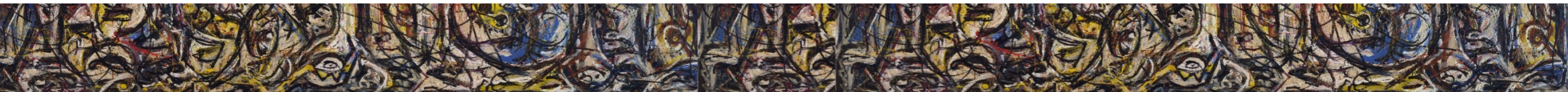
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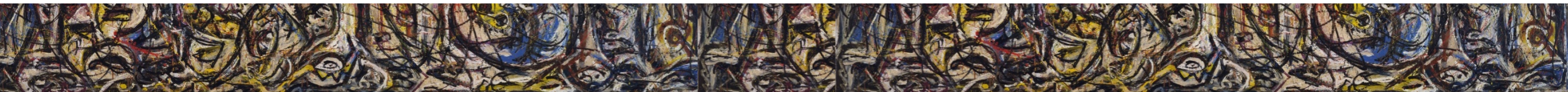
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If  $x_1 x_2 = 0$ , then  $C' \mid C_{x_1 x_2} = [A \mid A_{12}]^T s + \text{noise}$



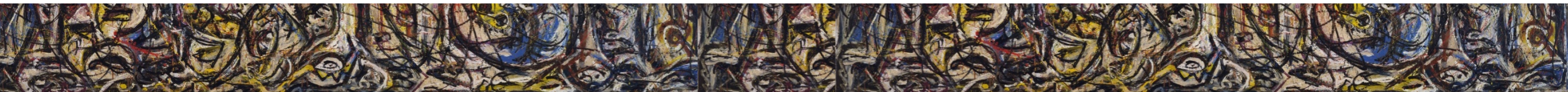
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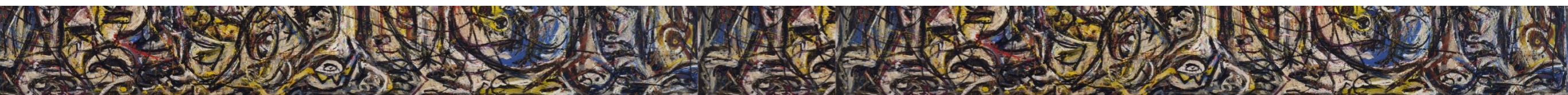
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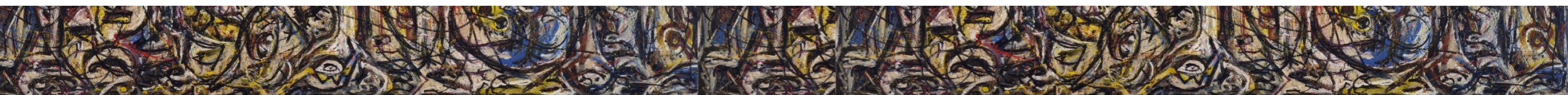


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Perform Regev Decryption



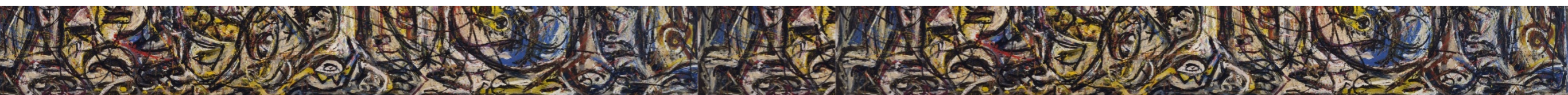
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$$(e_{12})^T [C' \mid C_{x_1 x_2}] = (e_{12})^T [A \mid A_{12}]^T s + (e_{12})^T \text{noise} = u^T s + \text{noise}$$



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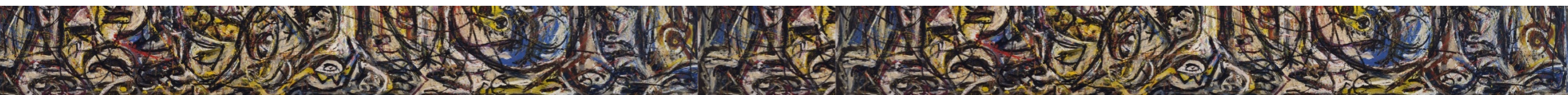
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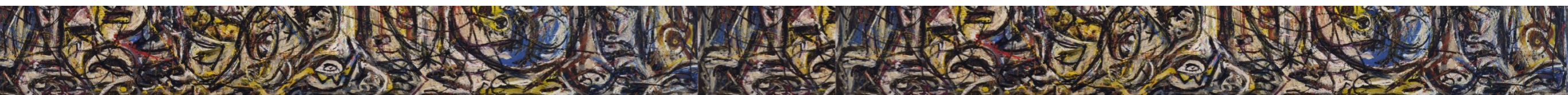
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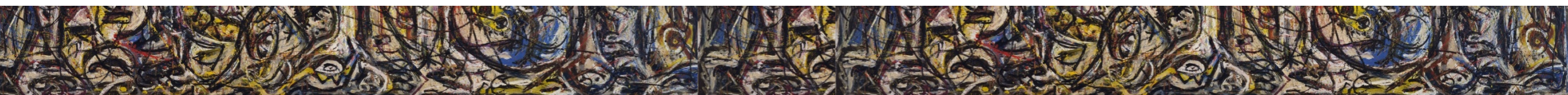
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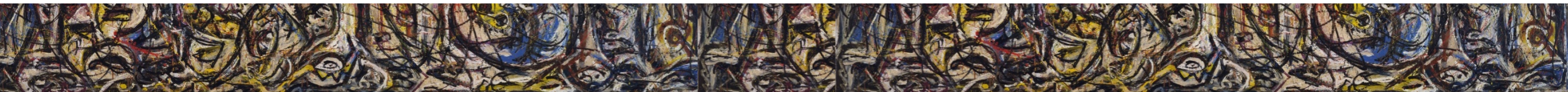
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# More Generally [BGG+14]...

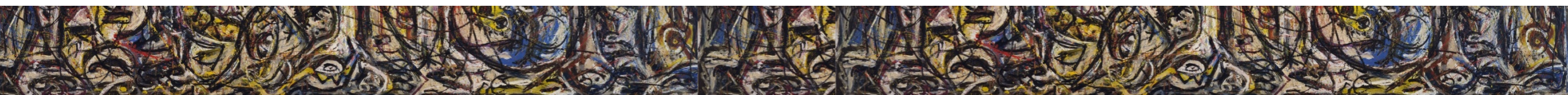




## More Generally [BGG+14]...

There exist “small”  $\widehat{\mathbf{H}}_{f,\mathbf{x}}$ ,  $\mathbf{H}_f$  such that:

$$[\mathbf{A}_1 - x_1 \mathbf{G} \mid \dots \mid \mathbf{A}_n - x_n \mathbf{G}] \widehat{\mathbf{H}}_{f,\mathbf{x}} = [\mathbf{A}_1 \mid \dots \mid \mathbf{A}_n] \mathbf{H}_f - f(\mathbf{x}) \mathbf{G}$$



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$\mathbf{A}_f$

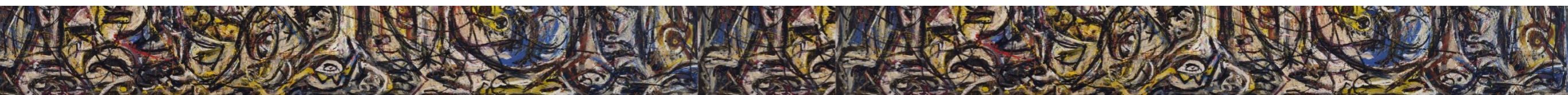
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Recall  $\mathbf{C}_i = (\mathbf{A}_i + x_i \mathbf{G})^\top \mathbf{s} + \text{noise}$

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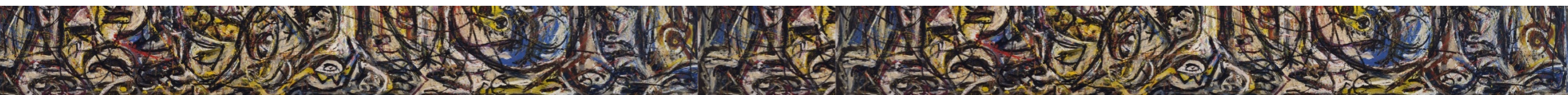
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LHS implies that

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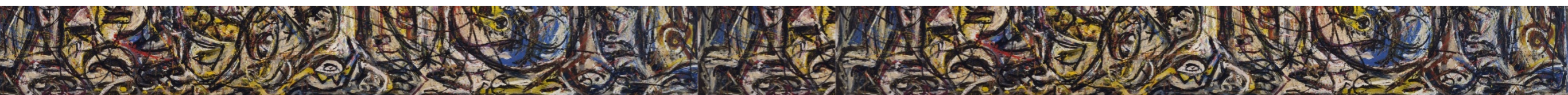
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Recall  $\mathbf{C}_i = (\mathbf{A}_i + x_i \mathbf{G})^\top \mathbf{s} + \text{noise}$

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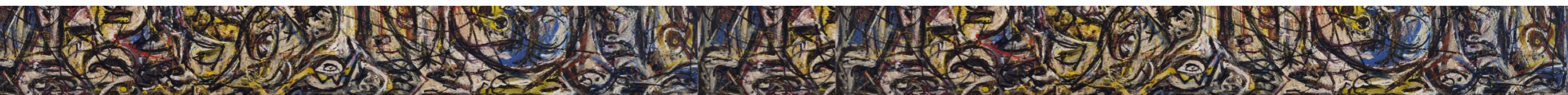
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Keygen provides matching key

$$\left\{ \begin{array}{|c|} \hline \mathbf{A} \\ \hline \end{array} \right\} \left\{ \begin{array}{|c|} \hline \mathbf{A}_f \\ \hline \end{array} \right\} \left\{ \begin{array}{|c|} \hline \mathbf{e}_f \\ \hline \end{array} \right\} \equiv \left\{ \begin{array}{|c|} \hline \mathbf{u} \\ \hline \end{array} \right\} \pmod{q}$$



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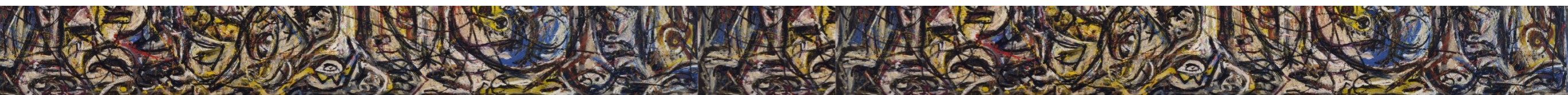
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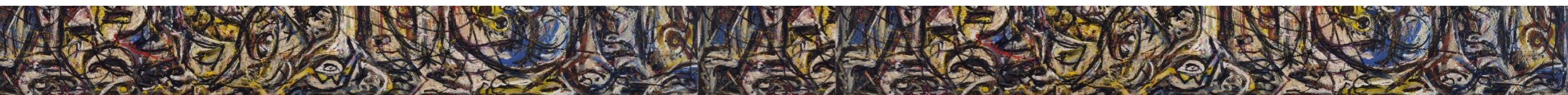
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Perform Regev Decryption as usual

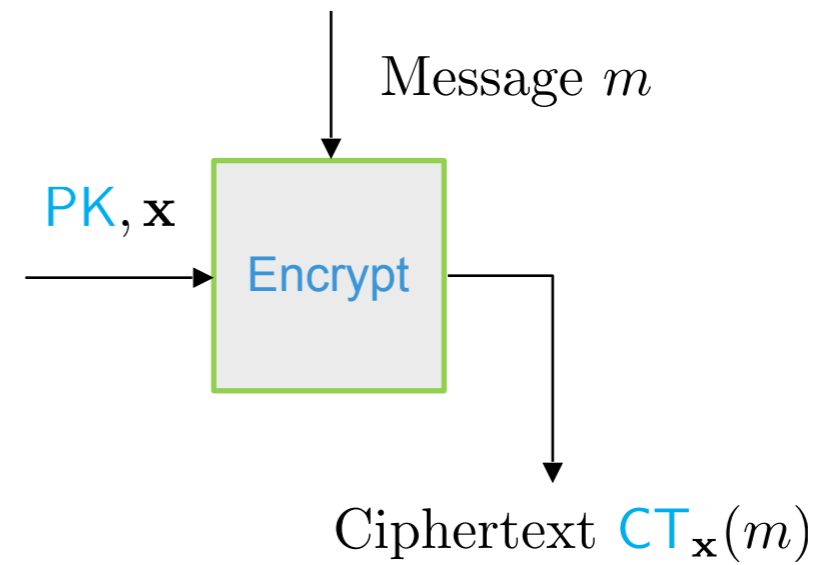


Generalizes to all circuits [BGG+14]

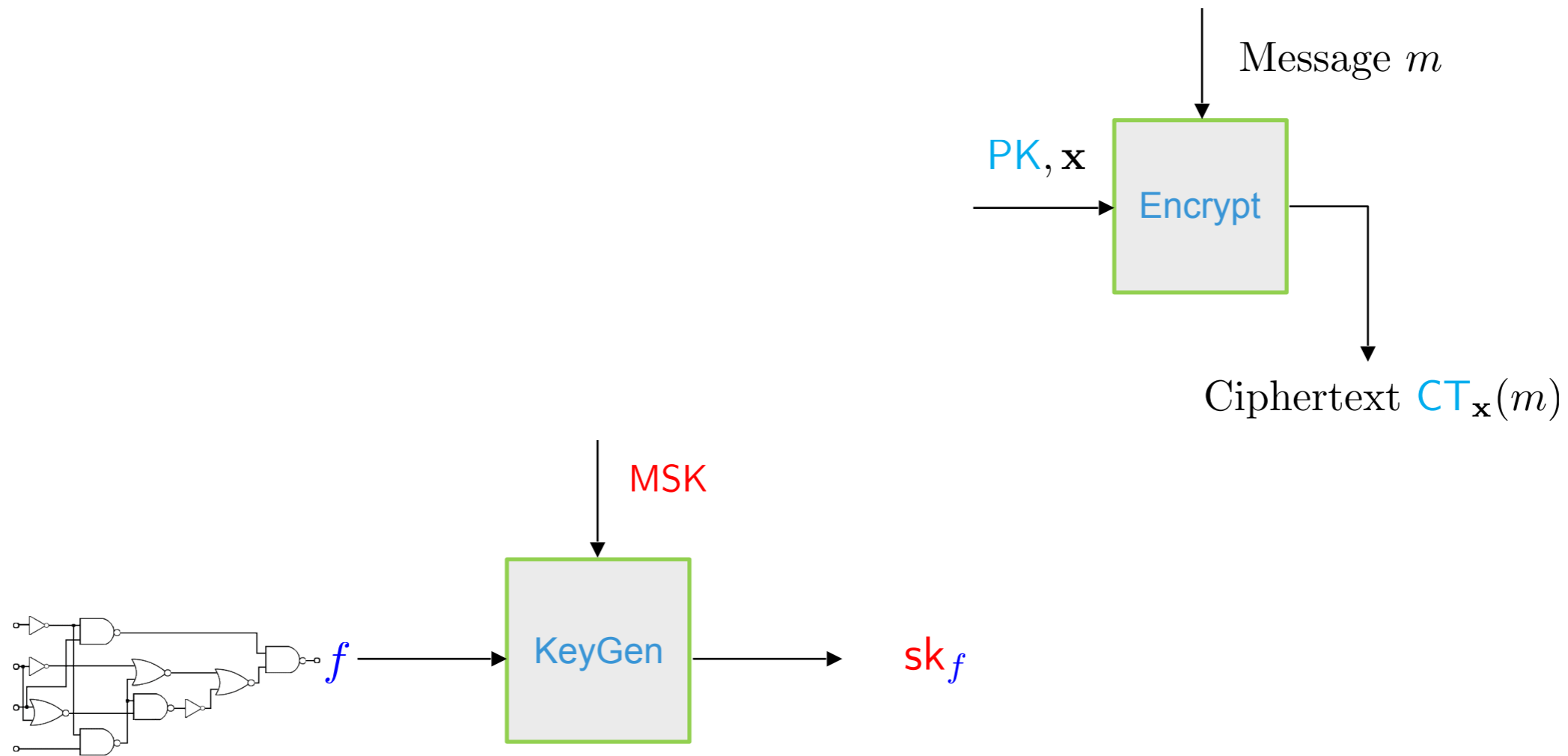




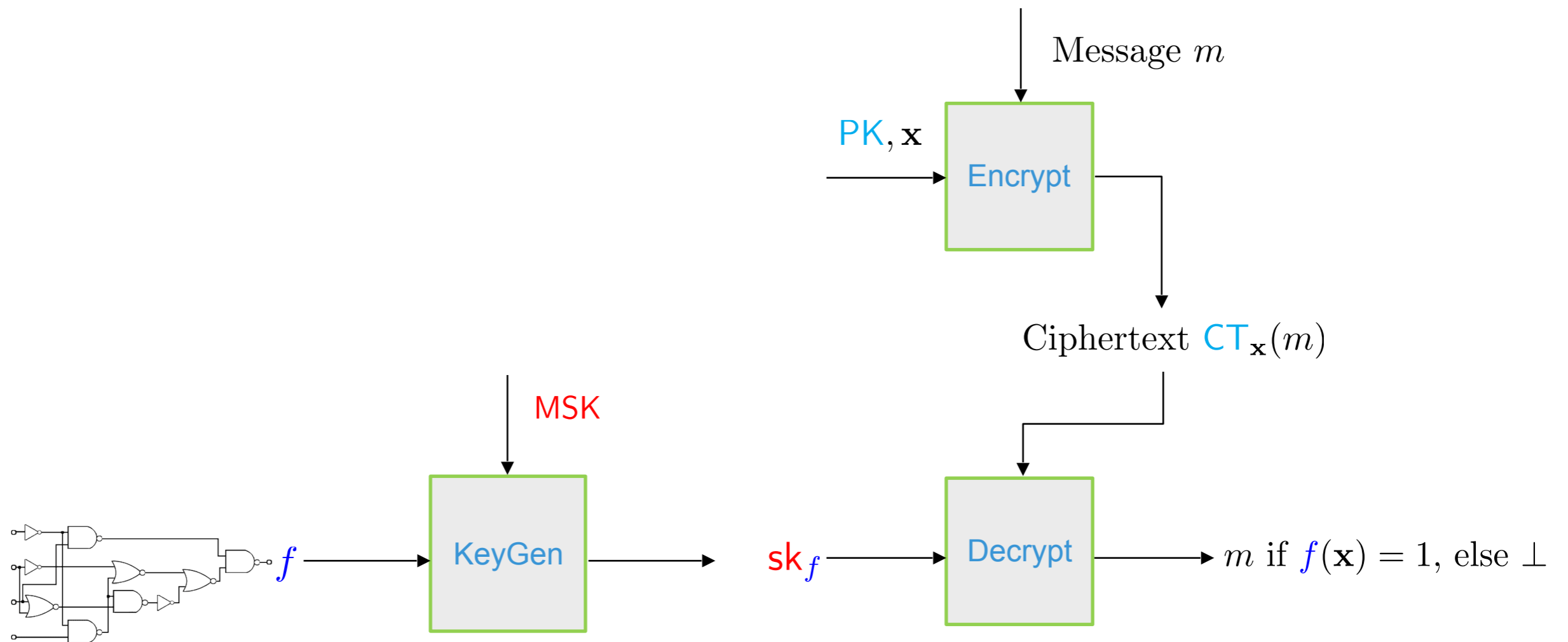
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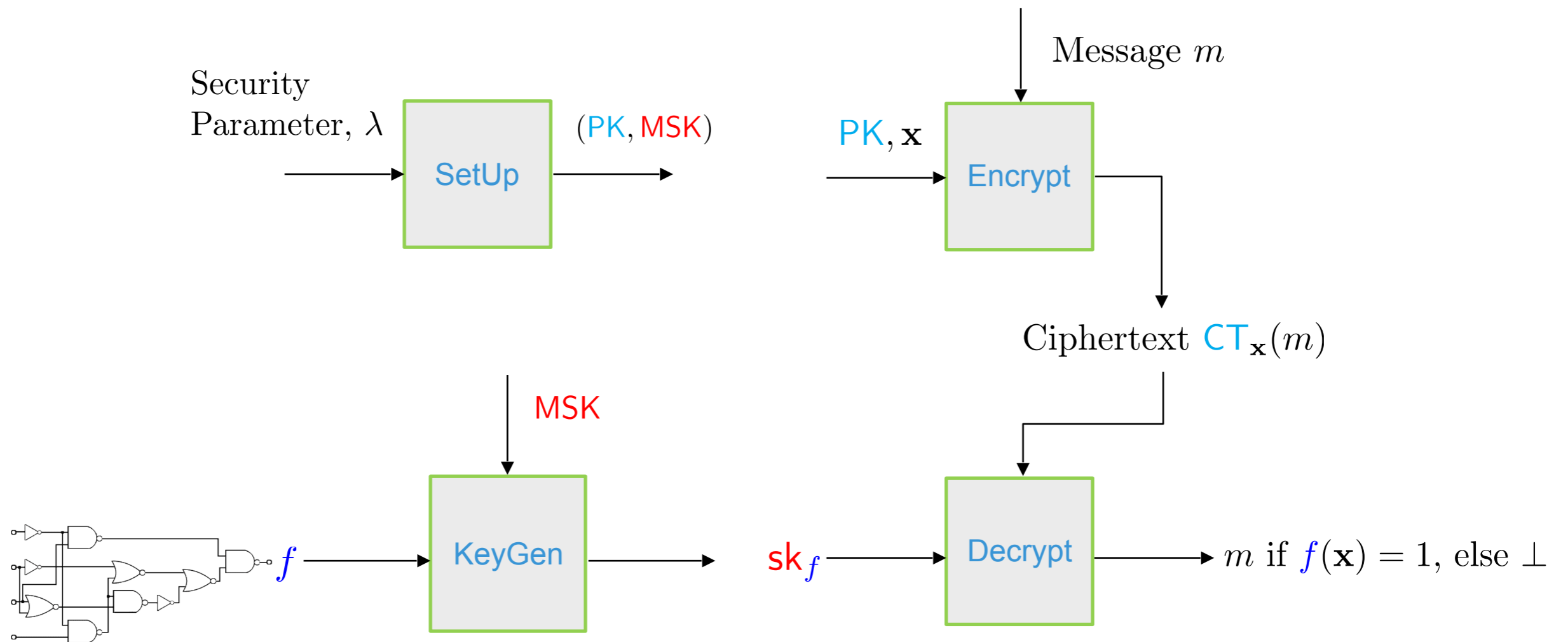
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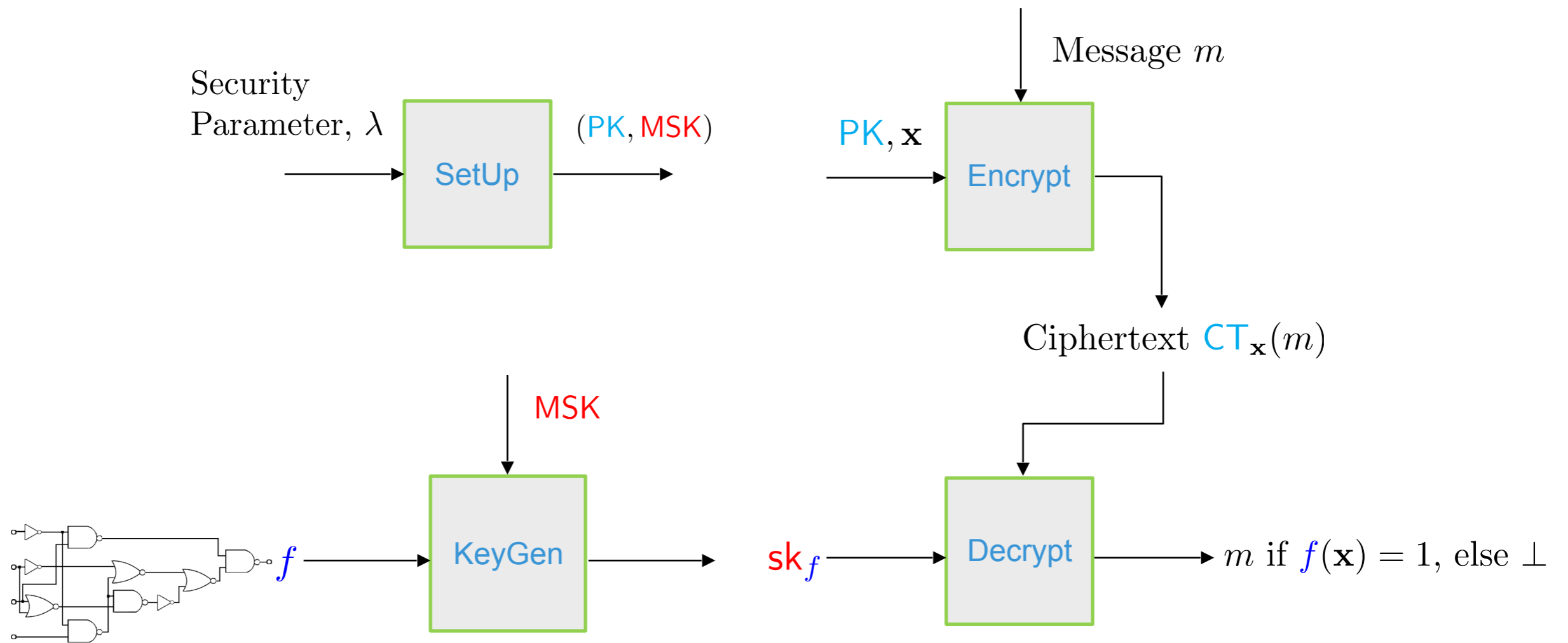
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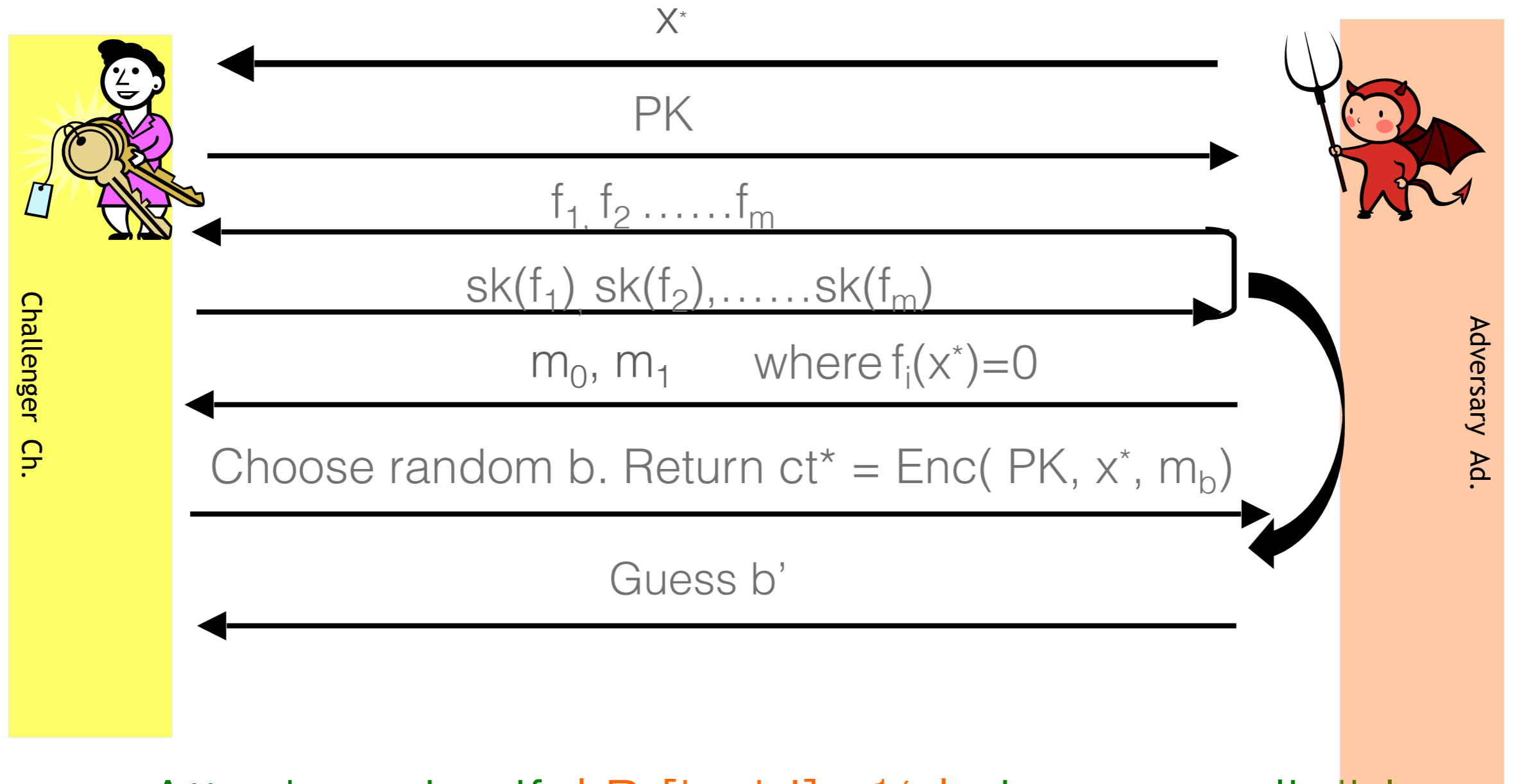


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## Attribute based Encryption (ABE) [SW05]

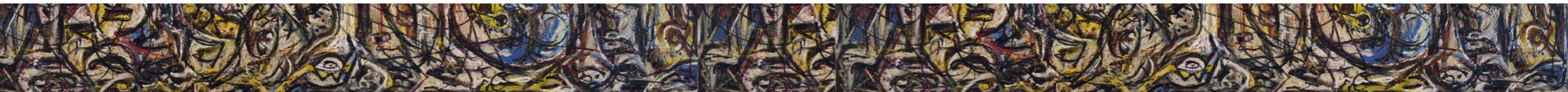
# Security Definition



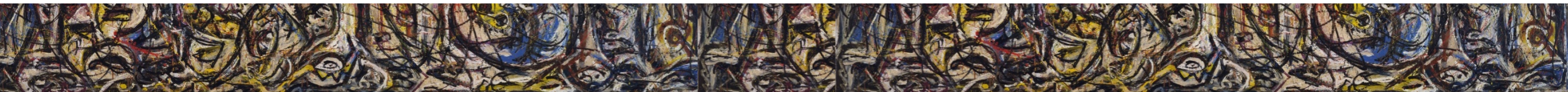
Attacker wins if  $|\Pr[b=b'] - \frac{1}{2}|$  is non-negligible

# Security: Challenges

- Challenger needs to be able to answer private key queries of Adversary: much more complex!
- Challenger can't have master trapdoor (Trapdoor for A)
- Must embed LWE challenge into challenge ciphertext



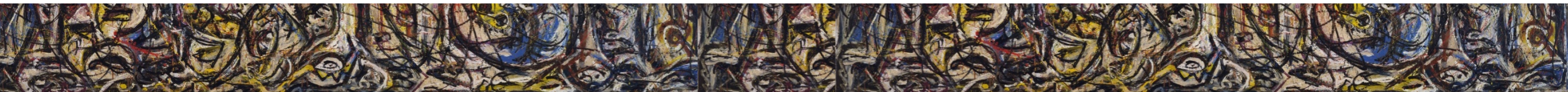
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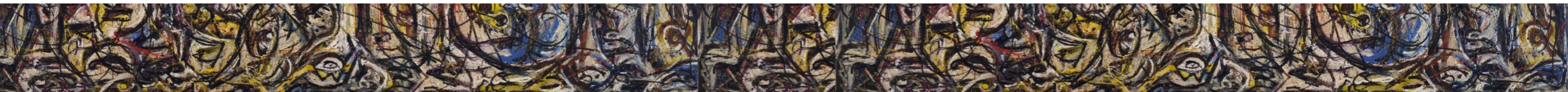
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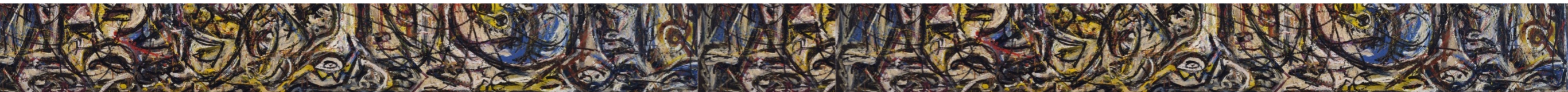
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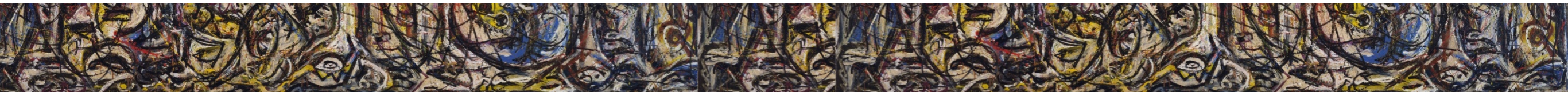
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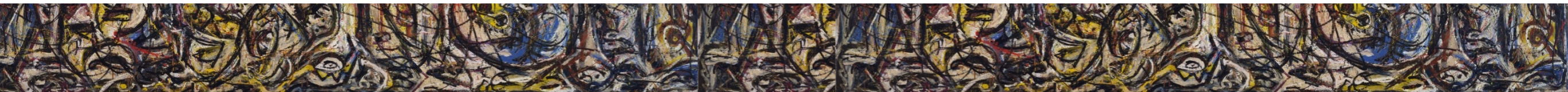
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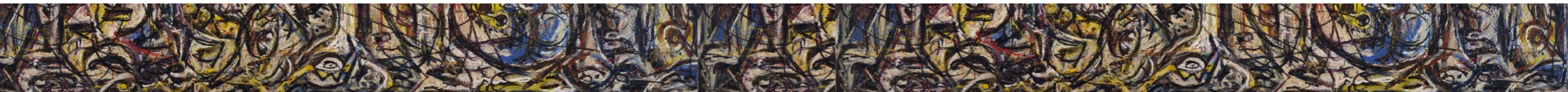
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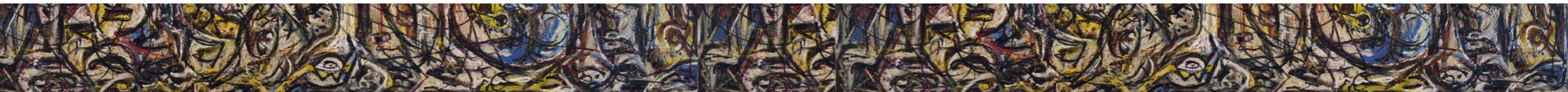
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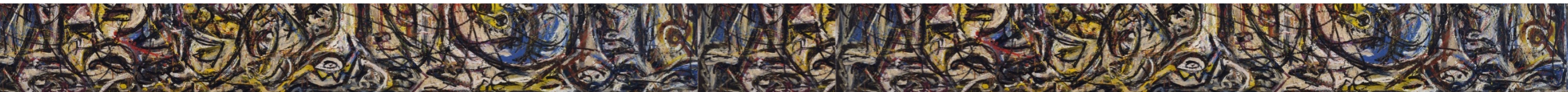
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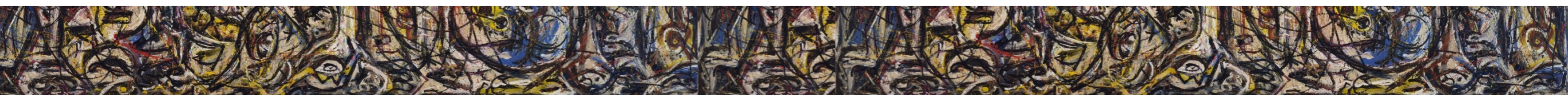
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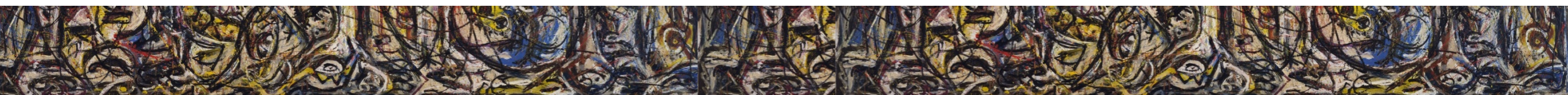
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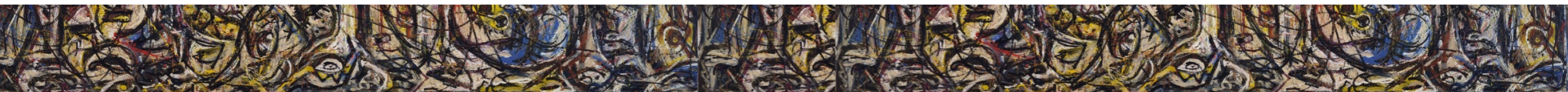


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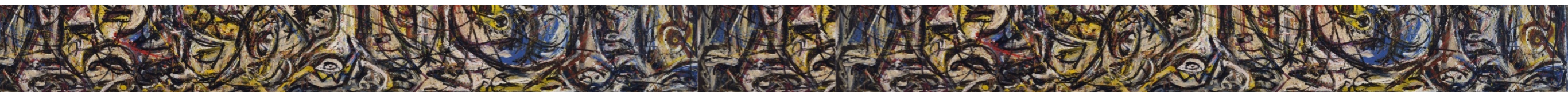


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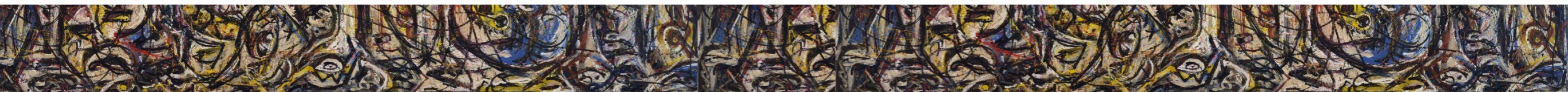
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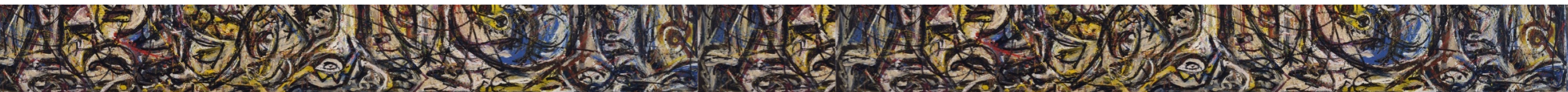
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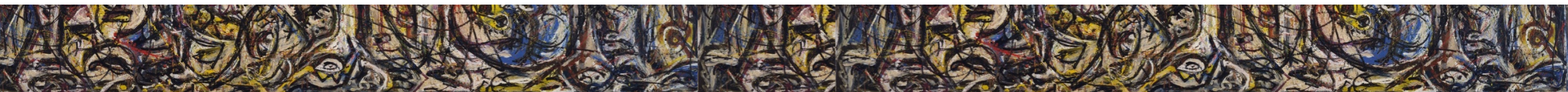
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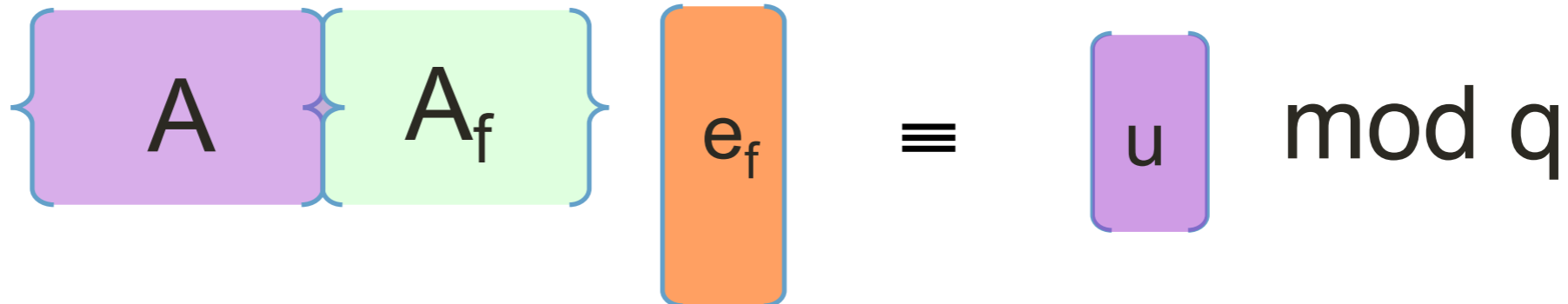
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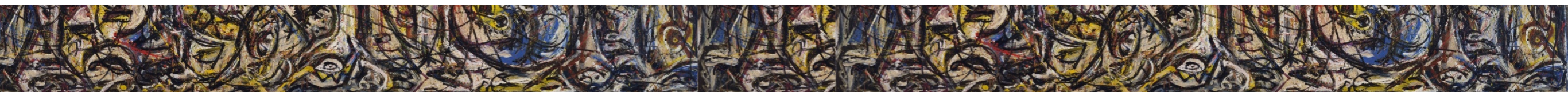




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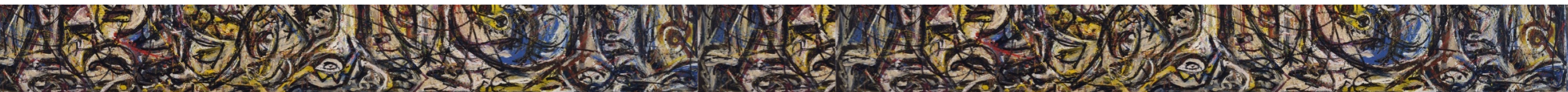
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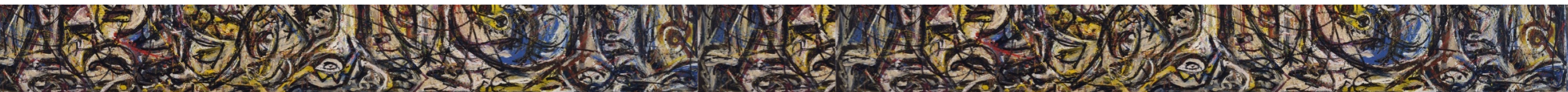


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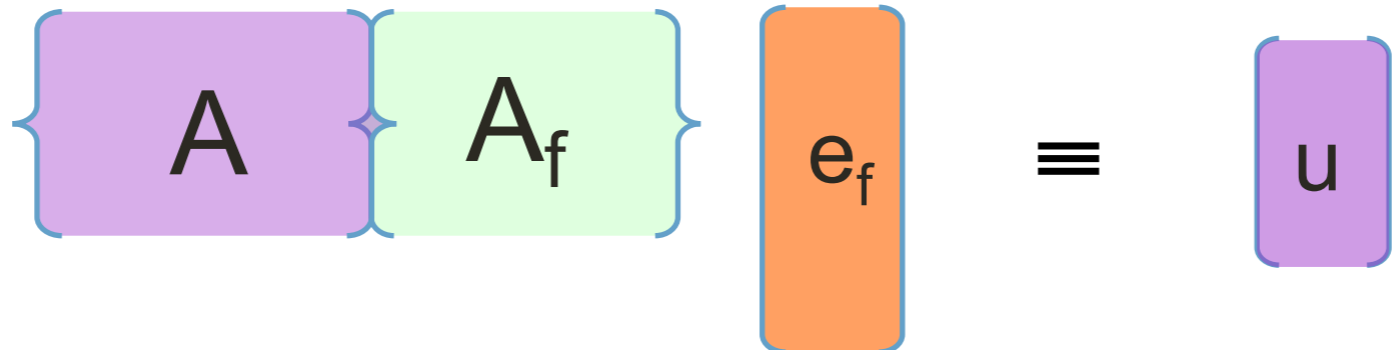
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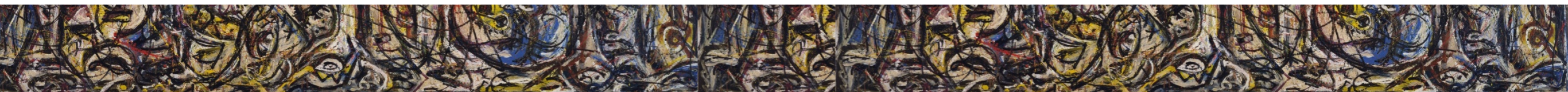
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- Need TD for  $[A \mid A_f]$  when  $f(x^*) \neq 0$ .
- $A_f = [A \mathbf{R}_f - f(x^*)G]$ . Let  $H = f(x^*)$ .
- Recall

Let  $\mathbf{A} \in \mathbb{Z}_q^{n \times m'}$  uniform,  $\mathbf{R} \in \mathbb{Z}_q^{m' \times n \log q}$  small

Then

$\mathbf{A}$	$\mathbf{AR} - \mathbf{HG}$
--------------	-----------------------------

admits LWE and SIS inversion.

The background of the slide is a complex, abstract painting. It features a dense network of swirling, gestural lines in black, white, yellow, and blue. The lines are thick and expressive, creating a sense of movement and depth. The overall effect is one of chaotic energy and intricate detail.

# Open Problems



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Thank You!

Image Credits : Hans Hoffman, Jackson Pollock