

The art of cryptography, summer 2013

Lattices and cryptography

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Given a lattice $L \subseteq \mathbb{R}^n$ and $u \in \mathbb{R}^n$, the distance of u to L is

$$d(u, L) = \min\{\|u - x\| : x \in L\}.$$

An element $x \in L$ is a *closest vector* to u if $\|u - x\| = d(u, L)$.

The *closest vector problem* CVP is to compute such an x , given u and a basis of L . In the approximate *close vector problem* α -CVP, we are also given some $\alpha \geq 1$ and have to compute $x \in L$ with $\|u - x\| \leq \alpha \cdot d(u, L)$.

ALGORITHM 2. Nearest hyperplane.

Input: A reduced basis $B = (b_1, \dots, b_\ell)$ of an ℓ -dimensional lattice L in \mathbb{R}^n , and $u \in \text{span}_{\mathbb{R}}(L) \subseteq \mathbb{R}^n$.

Output: $x \in L$ with $\|u - x\| \leq 2^{\ell/2}d(u, L)$.

1. Compute the GSO (b_1^*, \dots, b_ℓ^*) of (b_1, \dots, b_ℓ) .
2. Compute $c = u \star b_\ell^* / (b_\ell^* \star b_\ell^*)$.
3. $c' \leftarrow \lceil c \rceil$,
 $v \leftarrow u - (c - c')b_\ell^*$,
 $y \leftarrow c'b_\ell$.
4. If $\ell = 1$, then return $x = y$. Else let M be the lattice generated by $b_1, \dots, b_{\ell-1}$. Call the algorithm recursively to return $z \in M$ close to $v - y$.
5. Return $x = y + z$.

THEOREM 3. *The output x of the nearest hyperplane algorithm Algorithm 2 satisfies $\|u - x\| < 2^{\ell/2}d(u, L)$. It runs in polynomial time.*

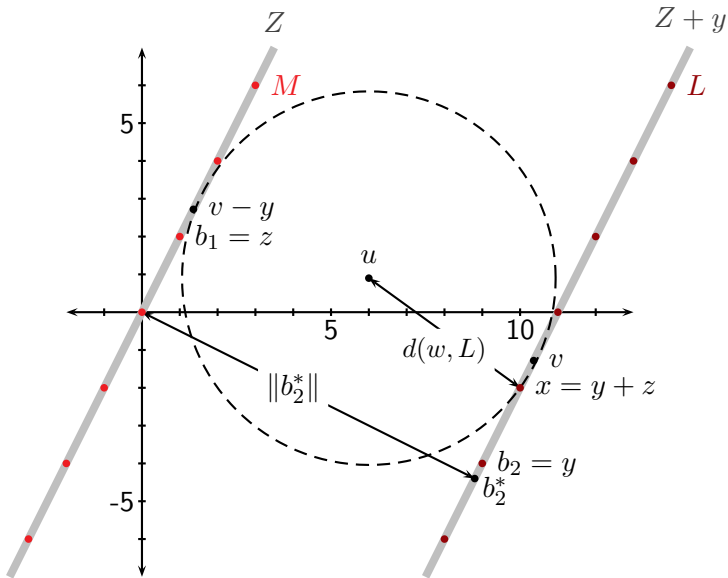


Figure: Trace of Algorithm 2 on the reduced basis $(b_1, b_2) = ((1, 2), (9, -4))$ and the target vector $u = (6, 0.9)$.

EXAMPLE 4. We take the reduced basis $(b_1, b_2) = ((1, 2), (9, -4))$ of the lattice L with $\ell = n = 2$, and $u = (6, 0.9)$. In the figure, one sees four candidates in L that look close to u . Which one is the closest? We have

$$b_1^* = b_1, b_2^* = (44/5, -22/5),$$

$$u = \frac{39}{25}b_1^* + \frac{111}{220}b_2^*,$$

$$c' = \left\lfloor \frac{111}{220} \right\rfloor = 1,$$

$$v = u - \left(\frac{111}{220} - 1\right) \cdot b_2^* = (10.36, -1.28),$$

$$y = (9, -4),$$

$$v - y = (10.36, -1.28) - (9, -4) = (1.36, 2.72).$$