#### CS6115: Structure Vs Hardness in Cryptography

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#### Cryptography The Art of Secret Keeping

Cryptography guarantees that breaking a cryptosystem is at least as hard as solving some difficult mathematical problem.



# Case Study: Encryption



Functionality: Correctness of decryption Security: Ciphertext looks uniformly random

# Walking the Fine Line



Want functionality together with security... Any one without the other is easy – how?

# Functionality + Security

- Functionality requires structure
- Security requires randomness



Get both together from suitable hard problem in math

**Closest Vector** 

Problem on

Lattices

# What is this course about?

- -Study exciting recent progress in cryptography and mathematical assumptions that led to this progress.
- -How do mathematical assumptions walk tightrope of structure and hardness?
- Are all assumptions "equal"? Yes and No!
- Study which assumption yields what cryptography
- In rare, fascinating examples, interplay/cooperation of assumptions
- Many open problems!

Pre-req: love for math and puzzles, working knowledge of algebra and probability. Prior experience in cryptography desirable but not necessary.

# Course Requirements

- Assignments : 30%. Assignments will be open ended in nature and collaboration is encouraged.
- Two Scribes: 20%
- Class presentation : 20%
- Final Project: 30%

#### Highest ethical standards expected. Any dishonesty $\rightarrow$ F grade.

### What is a lattice?

#### A set of points with periodic arrangement



The simplest lattice in *n*-dimensional space is the integer lattice

$$\Lambda = \mathbb{Z}^n$$



Other lattices are obtained by applying a linear transformation

$$\Lambda = \mathbf{B}\mathbb{Z}^n$$
 ( $\mathbf{B} \in \mathbb{R}^{d \times n}$ )

Discrete subgroup of R<sup>n</sup>

### Shortest Vector Problem

#### Definition (Shortest Vector Problem, SVP)

Given a lattice  $\mathcal{L}(\mathbf{B})$ , find a (nonzero) lattice vector  $\mathbf{Bx}$  (with  $\mathbf{x} \in \mathbb{Z}^k$ ) of length (at most)  $\|\mathbf{Bx}\| \leq \lambda_1$ 



#### Closest Vector Problem

Definition (Closest Vector Problem, CVP)

Given a lattice  $\mathcal{L}(\mathbf{B})$  and a target point  $\mathbf{t}$ , find a lattice vector  $\mathbf{B}\mathbf{x}$  within distance  $\|\mathbf{B}\mathbf{x} - \mathbf{t}\| \le \mu$  from the target



# One Way Functions

 $f: D \rightarrow R$ , One Way



Most basic "primitive" in cryptography!

# Random Lattices in Cryptography



- Cryptography typically uses (random) lattices Λ such that
  - $\Lambda \subseteq \mathbb{Z}^d$  is an integer lattice
  - $q\mathbb{Z}^d \subseteq \Lambda$  is periodic modulo a small integer q.
- Cryptographic functions based on *q*-ary lattices involve only arithmetic modulo *q*.

Definition (*q*-ary lattice)  $\Lambda$  is a *q*-ary lattice if  $q\mathbb{Z}^n \subseteq \Lambda \subseteq \mathbb{Z}^n$ 

Examples (for any  $\mathbf{A} \in \mathbb{Z}_q^{n imes d}$ )

•  $\Lambda_q(\mathbf{A}) = \{\mathbf{x} \mid \mathbf{x} \bmod q \in \mathbf{A}^T \mathbb{Z}_q^n\} \subseteq \mathbb{Z}^d$ 

• 
$$\Lambda_q^{\perp}(\mathbf{A}) = \{\mathbf{x} \mid \mathbf{A}\mathbf{x} = \mathbf{0} \mod q\} \subseteq \mathbb{Z}^d$$

# Ajtai's One Way Function



- Parameters:  $m, n, q \in \mathbb{Z}$
- Key:  $\mathbf{A} \in \mathbb{Z}_q^{n \times m}$
- Input:  $\mathbf{x} \in \{0,1\}^m$
- Output:  $f_{\mathbf{A}}(\mathbf{x}) = \mathbf{A}\mathbf{x} \mod q$

 $\Lambda_q^\perp(\mathbf{A}) = \{\mathbf{x} \mid \mathbf{A}\mathbf{x} = \mathbf{0} \bmod q\}$ 



Ajtai 96: For m > n log q, if lattice problems are hard to approximate in the worst case then  $f_A(x) = A \times mod q$  is a one way function.

# Regev's One Way Function

• 
$$\mathbf{A} \in \mathbb{Z}_q^{m imes k}$$
,  $\mathbf{s} \in \mathbb{Z}_q^k$ ,  $\mathbf{e} \in \mathcal{E}^m$ .  
•  $g_{\mathbf{A}}(\mathbf{s}) = \mathbf{A}\mathbf{s} \mod q$ 



# Regev's One Way Function

- $\mathbf{A} \in \mathbb{Z}_q^{m imes k}$ ,  $\mathbf{s} \in \mathbb{Z}_q^k$ ,  $\mathbf{e} \in \mathcal{E}^m$ .
- $g_{\mathbf{A}}(\mathbf{s}; \mathbf{e}) = \mathbf{A}\mathbf{s} + \mathbf{e} \mod q$
- Learning with Errors: Given A and g<sub>A</sub>(s, e), recover s.

$$\Lambda_q(\mathbf{A}) = \{\mathbf{x} \mid \mathbf{x} modes q \in \mathbf{A} st \mathbb{Z}_q^k\}$$

Regev 05: The function  $g_A(s, e)$  is hard to invert on the average assuming lattice problems are hard to approximate in worst case

## An Example Encryption Scheme

AT

u<sup>T</sup>

- Recall A (e) = u mod q hard to invert for short e
- Secret: e, Public : A, u
  - & Encrypt (A, u) :
    - Pick random vector s
    - $c_0 = A^T s + noise$
    - $c_1 = u^T s + noise' + q/2 msg$
- Decrypt (e) :

• 
$$e^T c_0 - c_1 = q/2 msg + noise$$

Indistinguishable from random!

e

q-1

q/2



# Dancing the Dance

All of cryptography is a jugalbandi between

- correctness & security
- algorithms & complexity
- structure & randomness



#### **Example Cryptographic Primitives**



#### Fully Homomorphic Encryption (G09, BV11, BGV12, GSW13…)



\* : roughly

#### Deniable Encryption Fully Homomorphic Encryption

# Deniable FHE

The notion of Deniable FHE

## Deniable FHE (AGM21)



## Deniable FHE



# Deniable FHE

- A Deniable FHE scheme (Gen, Enc, Eval, Dec, Fake)
  - (Gen, Enc, Eval, Dec) is an FHE scheme
  - (Gen, Enc, Dec, Fake) is a Deniable Encryption scheme



## Deniable FHE

#### A Deniable FHE scheme (Gen, Enc, Eval, Dec, Fake) syntax

- $Gen \rightarrow (pk, sk)$
- Enc(pk,m;r) = ct
- Dec(sk, ct) = b
- $Eval(pk, f, ct_1, ..., ct_k) = ct^*$
- $Fake(pk, b, r, \overline{b}) \rightarrow r'$

# Broadcast Encryption



# Broadcast Encryption





# Hardness Assumptions



# Sources of Hardness

- Algebra: eg SVP, CVP etc
- Number Theory: eg factoring, DDH etc
- Algebraic Geometry: Elliptic curve groups with pairings
- Complexity theoretic: one-way functions ... Indistinguishability Obfuscation
- Quantum computation: entanglement!
- Statistical Physics etc…

Will study <u>some</u> assumptions from perspective of how they yield crypto

What about NP Hardness?

# The Many Worlds of Impagliazzo



# The Many Worlds of Hardness

- World 1: Algorithmica P=NP or NP⊆BPP
- World 2: Heuristica P≠NP, but finding hard problems is hard. Average-case easy
- World 3: Pessiland P≠NP AND average-case hard. But, no one way functions (OWF)
- World 4: Minicrypt, OWF exist. SKE implied
- World 5: Cryptomania, PKE exists
- World 6: Obfustopia, iO exists Which world do we live in? We have no idea! ③

We conjecture: Obfustopia



BOOK ABOUT

## Indistinguishability Obfuscator iO [BGI+01]

Compile a circuit/TM C into one Ĉ that preserves functionality, and is <u>unintelligible</u> (resistant to reverse engineering)



# Indistinguishability Obfuscator iO [BGI+01]

**Hard:** "Which one of two equivalent circuits  $C_1 \equiv C_2$  is obfuscated?"

 $C_1 \equiv C_2$ , meaning

- Same size  $|C_1| = |C_2|$
- Same truth table TB(C<sub>1</sub>) = TB(C<sub>2</sub>)



Trivial, if efficiency is not an issue

Nontrivial, if efficiency is desired

## Indistinguishability Obfuscator iO [BGI+01]

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**Quest:** Finding an efficient compiler iO

# We'll take scenic route!

- Ask interesting questions
  - Different assumptions?
  - Post-Quantum?
  - More efficient?
- Explore relationships between assumptions
  - New ways to co-operate
- Always open to topics/ideas/detours

