

# An Improvement on Ajtai-GGH Hash Function



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- 2 Lattices
- 3 Improving the Ajtai-GGH Hash Function

# The Framework

## The notion of hardness

In computational complexity theory it is possible to distinguish two notions of *hardness*:

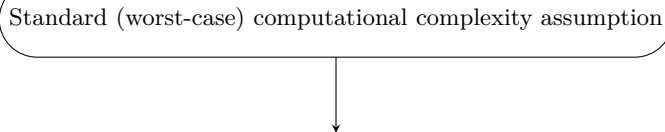
- *Problems hard in the worst-case.*
- *Problems hard in the average-case.*

## The notion of worst-case hardness is clearly not enough for cryptography

We want some reasonable guarantee that, if our key is chosen at random according to the prescribed key generation procedure, then with very high probability our key is hard to break.

# What We would Like to Have in Cryptography

Standard (worst-case) computational complexity assumption



Costruct cryptographic functions that are *provably* hard to break (on the average)

# What we (almost) always have in cryptography

Standard (worst-case) computational complexity assumption



Construct cryptographic functions that are *assumed* hard to break (on the average)

## Example

RSA requires the assumption that factoring is hard not only in the worst case, but also on the average, for a suitable distribution of  $n$ .

But with lattices we can do more!

In the following we construct a hash function as hard to break (on the average) as the worst case instance of solving certain lattice problem.

1 The Framework

2 Lattices

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## Definition (Lattice)

Let  $\mathbb{R}^m$  be the  $m$ -dimensional Euclidean space. Suppose we are given  $n$  linearly independent vectors  $b_1, \dots, b_n$ . The *lattice* in  $\mathbb{R}^m$  associated to  $b_1, \dots, b_n$  is the set

$$\mathcal{L}(b_1, \dots, b_n) := \left\{ \sum_{i=1}^n x_i b_i : x_i \in \mathbb{Z} \right\}$$

- From a computational point of view, the basis vectors are assumed to be in  $\mathbb{Q}^m$ .
- We can multiply each element of the basis by an appropriate scaling factor and consider only integer lattices.



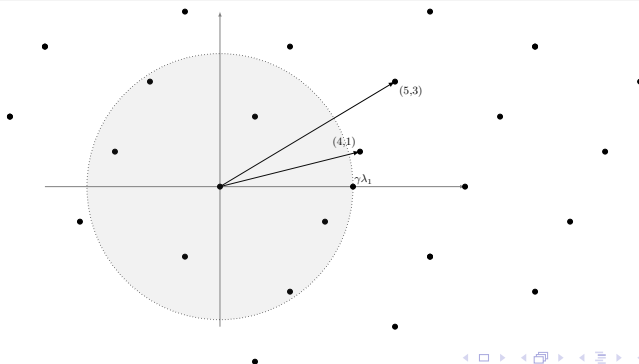
# Problems on Lattices: SVP

## Definition (Shortest Vector Problem, SVP)

Given a basis  $B \in \mathbb{Z}^{m \times n}$ , find a nonzero lattice vector  $Bx$  (with  $x \in \mathbb{Z}^n \setminus \{0\}$ ) such that  $\|Bx\| \leq \|By\|$  for any other  $y \in \mathbb{Z}^n \setminus \{0\}$ .

## Definition (Approximate Shortest Vector Problem, $\text{SVP}_\gamma$ )

Given a basis  $B \in \mathbb{Z}^{m \times n}$ , find a nonzero lattice vector  $Bx$  ( $x \in \mathbb{Z}^n \setminus \{0\}$ ) such that  $\|Bx\| \leq \gamma \cdot \|By\|$  for any other  $y \in \mathbb{Z}^n \setminus \{0\}$ .



# Problems on Lattices: CVP

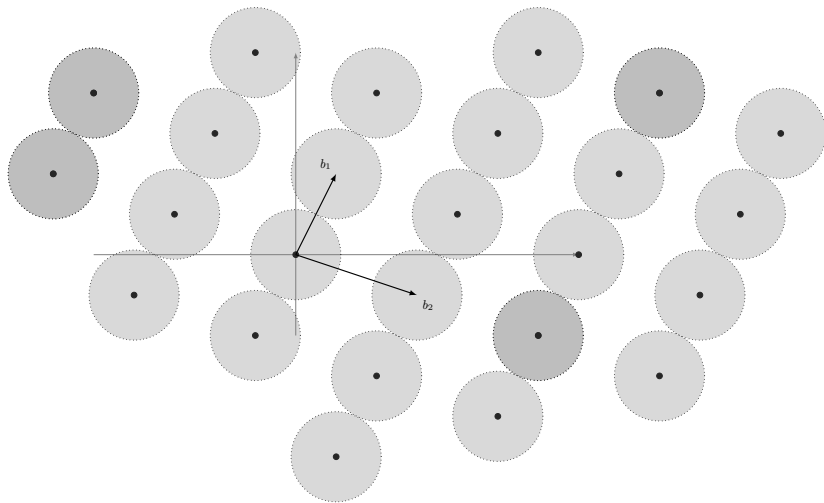
## Definition (Closest Vector Problem, CVP)

Given a lattice basis  $B \in \mathbb{Z}^{m \times n}$  and a target vector  $t \in \mathbb{Z}^m$ , find a lattice vector  $Bx$  closest to the target  $t$ , i.e., find an integer vector  $x \in \mathbb{Z}^n$  such that  $\|Bx - t\| \leq \|By - t\|$  for any other  $y \in \mathbb{Z}^n$ .

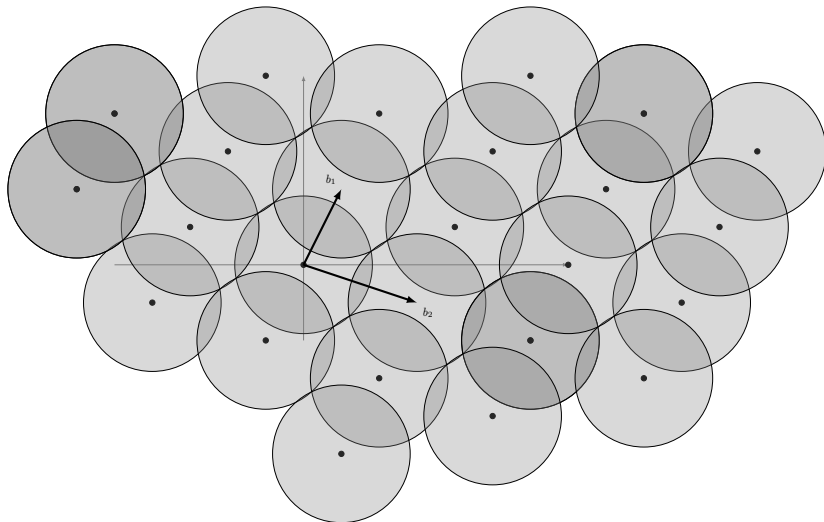
For the last problem we need to define two fundamental constant associated to any lattice:

- The packing radius.
- The covering radius.

# Packing Radius ( $\frac{\lambda_1}{2}$ )



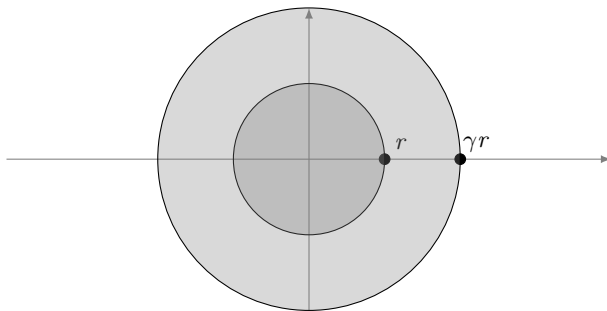
## Covering Radius ( $\rho$ )



### Definition (Approximate Covering Radius Problem, $\text{GAPCRP}_\gamma$ )

For any approximation factor  $\gamma$ , the (approximate) Covering Radius Problem (denoted  $\text{GAPCRP}_\gamma$ ) is the following promise problem. Instances are pairs  $(B, r)$ . Moreover

- $(B, r)$  is a YES instance if  $\rho(\mathcal{L}(B)) \leq r$ .
- $(B, r)$  is a NO instance if  $\rho(\mathcal{L}(B)) \geq \gamma \cdot r$ .



# Quotient Groups

Suppose we have

- $L$  rank  $n$  lattice.
- $M$  full rank sublattice of  $L$  (i.e.  $M = LA$ , for some nonsingular integer matrix  $A \in \mathbb{Z}^{n \times n}$ ).

We can define a relation  $\mathcal{R} \subseteq \mathcal{L}(L) \times \mathcal{L}(L)$  where

$$(x, y) \in \mathcal{R} \iff x - y \in \mathcal{L}(M)$$

## Observation

- This is an equivalence relation.
- The quotient  $\mathcal{L}(L)/\mathcal{L}(M)$  is an additive abelian group with  $[x] + [y] = [x + y]$ .

## Question

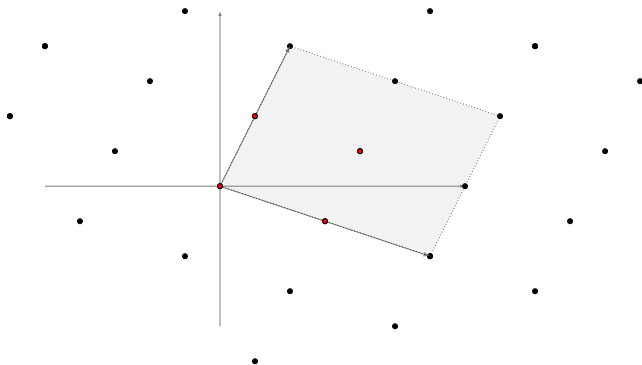
How to represent the elements of

$$G = \mathcal{L}(L)/\mathcal{L}(M)?$$

# Quotient Groups

1. We could use the set of lattice points  $\mathcal{L}(L) \cap P(M)$  in the half open parallelepiped

$$P(M) := \{Mz : 0 \leq z_i < 1 \text{ for all } i\}$$



## Observation

Computing representatives can be done efficiently (just by traslation).



## Quotient Groups

2. Alternative way: use integer points inside  $P(A^*)$ , i.e. taking  $z \in P(A^*) \cap \mathbb{Z}^n$ .

In this case the geometric interpretation is lost, but it we can show that

$$\begin{array}{ccc} P(A^*) \cap \mathbb{Z}^n & \longrightarrow & \mathcal{L}(L)/\mathcal{L}(M) \\ z & \longmapsto & Lz \end{array}$$

is a bijection

### Observation

A possible way to compute the representative  $z'$  for  $Lz$  is to use a variant of the nearest plane algorithm:

- Given  $\mathcal{L}(A)$  and a target  $z$
- We find a vector  $a \in \mathcal{L}(A)$  such that  $z - a$  belongs to

$$P'(A^*) := \left\{ A^*z : -\frac{1}{2} \leq z_i < \frac{1}{2} \text{ for all } i \right\} = P(A^*) - \frac{1}{2} \sum_i a_i^*$$

# Quotient Groups

## Observation

With these two methods we can represent the elements of  $G$  with strings of length polynomial in the size of the bases  $L$  and  $M$

## Question

Could we do better?

## Observation

$G$  only depends on  $\mathcal{L}(L)$  and  $\mathcal{L}(M)$

↓

We can apply unimodular transformation to either basis without changing  $G$

$$M = LA$$

$$MU = L(AU)$$

## Remark

Any matrix  $A$  is column equivalent to a (unique) matrix in Hermite Normal Form.

## Definition

A square nonsingular integer matrix  $A \in \mathbb{Z}^{n \times n}$  is in Hermite Normal Form if

- $A$  is upper triangular.
- All diagonal elements of  $A$  are strictly positive.
- All non diagonal elements are reduced modulo the corresponding diagonal element on the same row.

## Observation

We can assume  $A$  is in HNF

## Advantage

- The orthogonalized vectors  $a_i^*$  are simply given by  $a_{i,i}e_i$ .

$$A^* = \begin{bmatrix} a_{1,1} & 0 & \cdots & 0 \\ 0 & a_{2,2} & 0 & \cdots \\ 0 & 0 & \ddots & 0 \\ 0 & 0 & \cdot & a_{n,n} \end{bmatrix}$$

- $\mathbb{Z}^n \cap P(A^*) = \left\{ v \in \mathbb{Z}^n \text{ such that } 0 \leq v_i < a_{i,i} \right\}$ .

Results:

- Each coordinate can be represented with  $\log a_{i,i}$  bits
- The size of the group element representation is

$$\sum_{i=1}^n \log a_{i,i} = \log \prod_{i=1}^n a_{i,i} = \log \det(A) = \log |G|$$

# Quotient Groups

In conclusion:

- Element of  $G$  are represented using  $\log |G|$  bits.
- The group operation can be computed in *polynomial* time.

## Observation

There is another way to represents group elements (using matrices in Smith Normal Form). In this way:

- We have a space efficient representation.
- We can perform group operation in *linear* time.

1 The Framework

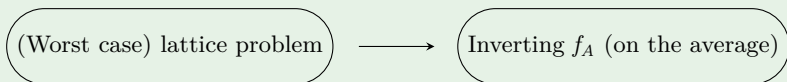
2 Lattices

3 Improving the Ajtai-GGH Hash Function

# Ajtai's Intuition

$$\begin{aligned} f_A: \mathbb{Z}_q^m &\longrightarrow \mathbb{Z}_q^n \\ x &\longmapsto Ax \bmod q \end{aligned}$$

- If  $A$  is chosen random
- If we consider a suitable restriction of the domain





# Ajtai-GGH Hash Function

## Observation

Goldreich, Goldwasser and Halevi observed that a similar function

$$\begin{aligned} h_A : \{0, 1\}^m &\longrightarrow \mathbb{Z}_q^n \\ x &\longmapsto Ax = \sum_{i: x_i=1} a_i \end{aligned}$$

is collision resistant.



# The Plan

## In the following...

- We construct a hash function family that generalizes and improves the Ajtai-GGH hash function.
- We prove its collision resistance.

# The Construction

# The Construction

1. We consider  $\Lambda$  a full-rank- $n$  dimensional lattice such that
  - a. The CVP in  $\Lambda$  can be solved easily.

## Observation

Lattices where the CVP can be solved in polynomial time exist: consider for example  $\Lambda := \mathbb{Z}^n$ . Given  $t \in \mathbb{Q}^n$ , a lattice vector  $x \in \Lambda$  closest to  $t$  can be easily found by rounding each coordinate of  $t$  to the closest integer.

- b. The packing-covering ratio  $\tau = \frac{2\rho}{\lambda_1}$  is as small as possible ( $\tau \in (1, \sqrt{n}]$ ).

## Observation

$\tau$  is always greater than 1.

# The Construction

## Observation

Setting  $\Lambda := \mathbb{Z}^n$  we obtain

$$\lambda_1 = 1 \qquad \rho = \sqrt{\left(\frac{1}{2}\right)^2 + \cdots + \left(\frac{1}{2}\right)^2} = \frac{1}{2}\sqrt{n}$$

and  $\tau = \frac{2 \cdot \rho}{\lambda_1} = \sqrt{n}$ .

## Observation

For every  $n$ , there exists a lattice with  $\tau < 4$ .

# The Construction

2. We construct an almost orthogonal sublattice  $\mathcal{L}(M) \subseteq \Lambda$ . The construction is as follows:
  - ▶ We define a scaling factor  $\alpha$ .
  - ▶ For all  $i \in \{1, \dots, n\}$  let  $m_i := CVP_{\Lambda}(\alpha \rho e_i)$

In matrix notation:

$$\begin{cases} M := \alpha \rho I + R \\ \|r_i\| \leq \rho \end{cases}$$

3. We consider the abelian group  $G := \Lambda / \mathcal{L}(M)$

## Observation (Properties of $G$ )

Using matrices in Smith Normal Form we can prove that:

- 1 Elements of  $G$  can be represented using  $\log |G|$  bits.
- 2 Group operation can be computed in polynomial time.
- 3 There is an efficient homomorphism  $\psi : \Lambda \rightarrow G$  which maps each lattice vector to the corresponding group element ( $\psi(x) = 0 \iff x \in \mathcal{L}(M)$ ).

4. We define a family of  $G$  valued hash functions as follows:

- ▶ We take an integer  $m$ .
- ▶ We fix  $a := (a_1, \dots, a_m) \in G^m$ .
- ▶ We define the (hash) function

$$\begin{aligned} h_a: \{0, 1\}^m &\longrightarrow G \\ x &\longmapsto \sum_{i=1}^m x_i a_i \end{aligned}$$

# Collision Resistance



# Collision Resistance

## Our Aim

$a \in G^m$  random  $\implies$  collisions are hard to find

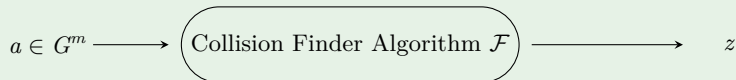
Observation (How could we represent collisions?)

$$\begin{cases} x, y \in \{0, 1\}^m \\ h_a(x) = h_a(y) \end{cases} \iff \begin{cases} z \in \{-1, 0, 1\}^m \setminus \{0\} \\ h_a(z) = 0 \end{cases}$$

We will refer to such vectors as  $h_a$ -collisions.

# Collision Resistance

## How to prove it?



Where  $z$  is an  $h_a$ -collision with nonnegligible probability  $\delta$ .



with  $\gamma \in \omega(\tau n^2 \log n)$ .

# The Reduction

# The Reduction

## Steps

1. We consider a  $\text{GAPCRP}_\gamma$  instance  $(B, r)$ .
2. We try to find linearly independent vectors  $s_1, \dots, s_n \in \mathcal{L}(B)$  s.t. the length of the diagonal of the orthogonalized parallelepiped  $\sigma(S) := \sqrt{\sum_i \|s_i^*\|^2} < 2\gamma r$ .

# The Reduction

Why?

$$\begin{cases} \sigma(S) < 2\gamma r \\ 2\rho \leq \sigma(S) \end{cases} \quad (\text{known result}) \quad \implies \quad \rho < \gamma r$$

# The Reduction

## How?

We proceed iteratively as follows.

- Fix  $S = B$ . W.l.o.g.  $\|s_1\| \leq \dots \leq \|s_n\|$ .
- If  $\sigma(S) \geq 2\gamma\rho$  we can efficiently find (with nonnegligible probability) a new lattice vector  $s \in \mathcal{L}(B)$  l.i. from  $s_1, \dots, s_{n-1}$  such that  $\|s\| \leq \frac{1}{2}\|s_n\|$ .
- Replace  $s_n$  with  $s$  and repeat.

Since the vectors cannot be reduced infinitely, at some point the iterative step must fail. If the iterative step repeatedly fails to find a short vector  $s$ , it must be the case (with very high prob.) that the assumption  $\sigma(S) \geq 2\gamma\rho$  is false, i.e.  $\sigma(S) < 2\gamma\rho$ .

# The Reduction

## Result

We can build a randomized reduction that rejects all NO instances with probability 1, and accepts all YES instances with probability exponentially close to 1.

Extra



# The Reduction

## Main obstacle of the previous reduction

Suppose:

- We are under the same hypothesis of the previous construction.
- $B \in \mathbb{Z}^{n \times n}$  basis.
- $S := (s_1, \dots, s_n)$  sequence of l.i. vectors in  $\mathcal{L}(B)$  as before.

Then we have to efficiently find (with probability  $\Omega(\delta)$ ) a lattice vector  $s$  such that:

- $s \in \mathcal{L}(B)$
- $s \notin \text{span}(s_1, \dots, s_{n-1})$
- $\|s\| \leq \|s_n\|/2$

How Could We Do?

# The Reduction

- Consider  $\beta := \frac{\sqrt{n}\sigma(S)}{\alpha\rho(\Lambda)}$
- Consider the almost orthogonal matrix  $\beta M$ .
- We approximate each vector  $\beta m_i$  with a lattice point  $c_i \in \mathcal{L}(S) \subseteq \mathcal{L}(B)$ .

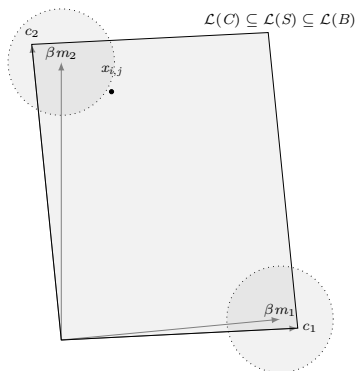
## Observation

Using the nearest plane algorithm we can find  $c_i$  within distance  $\sigma(S)/2$  from  $\beta m_i$ , i.e., in matrix notation:

$$\begin{cases} C = \beta M + Q \\ \|q_i\| \leq \sigma(S)/2 \end{cases}$$

# The Reduction

- Define  $k := 3 \log n + \log(1/\delta)$ .
- Consider the quotient  $\mathcal{L}(B)/\mathcal{L}(C)$  and sample  $mk$  group elements  $[x_{i,j}]_C$  ( $i \leq m, j \leq k$ ).



# The Reduction

At this point we would like to work in the lattice where the CVP is easy.

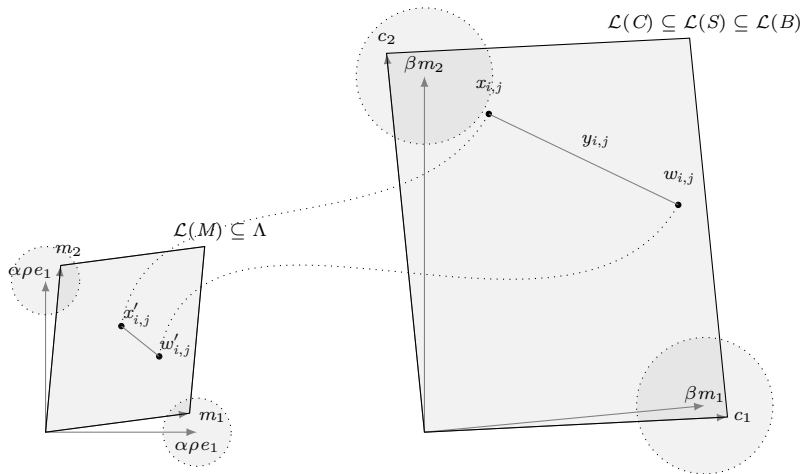
## Observation

There is an invertible map

$$\begin{aligned}\mathcal{L}(B)/\mathcal{L}(C) &\longrightarrow \mathcal{L}(MC^{-1}B)/\mathcal{L}(M) \\ x &\longmapsto MC^{-1}x\end{aligned}$$

So we can choose  $[x'_{i,j}]_M$  uniformly at random in  $\mathcal{L}(B')/\mathcal{L}(M)$ , where  $B' := MC^{-1}B$ , and then set  $x_{i,j} = CM^{-1}x'_{i,j}$ .

# The Reduction



# The Reduction

- Use  $\text{CVP}_\Lambda$  to find  $w'_{i,j} \in \Lambda$  within distance  $\rho(\Lambda)$  from  $x'_{i,j}$ .
- Fix  $y_{i,j} := x_{i,j} - w_{i,j}$ .
- Let  $a_{i,j} := \psi(w'_{i,j})$  the group element corresponding to lattice point  $w'_{i,j}$ .
- Let  $a_i := \sum_{j=1}^k a_{i,j}$ , for every  $i = 1, \dots, m$ .
- Call the collision finder algorithm  $\mathcal{F}$  to obtain  $z := \mathcal{F}(a)$ .

The output of the reduction is the vector

$$s := \sum_{i=1}^m z_i \sum_{j=1}^k y_{i,j}$$

# The Reduction

## Observation

We have to prove that  $s$  satisfies:

- $s \in \mathcal{L}(B)$ .
- $s \notin \text{span}(s_1, \dots, s_{n-1})$ .
- $\|s\| \leq \|s_n\|/2$ .

with probability  $\Omega(\delta)$ .



# The Reduction

## Observation

$$\mathcal{G} := \{g \in G^m \text{ s.t. } \mathcal{F}(g) \text{ is an } h_g\text{-collision}\} \implies \mathbb{P}(u \in \mathcal{G}) = \delta$$

We can prove the following:

- ❶ If  $a \in \mathcal{G}$  (i.e., if  $\mathcal{F}(a)$  is an  $h_a$ -collision) then  $s \in \mathcal{L}(B)$ .
- ❷  $\mathbb{P}(a \in \mathcal{G}) = \delta \cdot (1 - o(1))$ .
- ❸  $\mathbb{P}(s \notin \text{span}(s_1, \dots, s_{n-1}) \mid a \in \mathcal{G}) \geq 1/6$ .
- ❹  $\mathbb{P}(a \in \mathcal{G} \wedge \|s\| > \|s_n\|/2) < \delta \cdot o(1)$ .

# The Reduction

It follows that the success probability of the reduction is

$$\begin{aligned}\mathbb{P}(s \in \mathcal{L}(B), s \not\prec s_n^*, \|s\| \leq \|s_n\|/2) &\geq \mathbb{P}(a \in \mathcal{G}, s \not\prec s_n^*, 2\|s\| \leq \|s_n\|) \\&= \mathbb{P}(a \in \mathcal{G}, s \not\prec s_n^*) \cdot \mathbb{P}(2\|s\| \leq \|s_n\| \mid a \in \mathcal{G}, s \not\prec s_n^*) \\&= \mathbb{P}(\dots) \cdot (1 - \mathbb{P}(2\|s\| > \|s_n\| \mid \dots)) \\&= \mathbb{P}(a \in \mathcal{G}, s \not\prec s_n^*) - \mathbb{P}(a \in \mathcal{G}, s \not\prec s_n^*, 2\|s\| > \|s_n\|) \\&\geq \mathbb{P}(a \in \mathcal{G}, s \not\prec s_n^*) - \mathbb{P}(a \in \mathcal{G}, 2\|s\| > \|s_n\|) \\&= \mathbb{P}(a \in \mathcal{G})\mathbb{P}(s \not\prec s_n^* \mid a \in \mathcal{G}) - \mathbb{P}(a \in \mathcal{G}, 2\|s\| > \|s_n\|) \\&\geq \delta(1 - o(1)) \cdot \frac{1}{6} - \delta \cdot o(1) \\&= \Omega(\delta)\end{aligned}$$

# Conclusions

# Conclusions

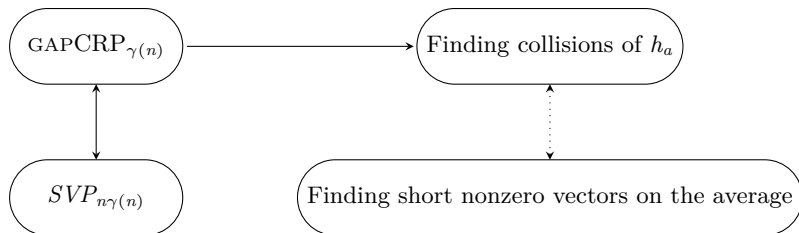
## Observation (Collisions)

$$\begin{cases} x, y \in \{0, 1\}^m \\ h_a(x) = h_a(y) \end{cases} \iff \begin{cases} z \in \{-1, 0, 1\}^m \setminus \{0\} \\ h_a(z) = 0 \end{cases}$$

Collisions “correspond” to short vectors  $z$  in the lattice

$$\Lambda_a := \{z : h_a(z) = 0\}$$

# Conclusions



*Thanks*