

Improved Low-Memory Subset Sum and LPN Algorithms via Multiple Collision

January 2019, Nancy

Claire Delaplace, Andre Esser and Alexander May

About Me

Claire Delaplace: Postdoc researcher

- Ruhr University Bochum, Germany
- Team: Cryptology and IT-Security
- Scientific supervisor: Alexander May

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Before that...

- University of Rennes, IRISA. Team EMSEC
- University of Lille, CRIStAL. Team CFHP
- PhD supervisors: Pierre-Alain Fouque & Charles Bouillaguet
- Thesis: Linear Algebra Algorithm for Cryptography

Research Topic

Attacking Underlying Cryptographic Problems

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- Generalised Birthday Problem ([BDF2018] + 2 in submission)
- ECDLP ([DM19] + 1 in submission)
- LWE variants ([BDFK17,BDEFT18])
- Sparse Linear Algebra ([BD16,BDV17])
- Subset Sum & LPN ([DEM19])

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Motivations

Post-Quantum Cryptography

- Popular families of schemes: Lattices & Codes based
- Subset-sum & LPN related to Lattices & Codes
- Better algo for subset-sum & LPN $\xrightarrow{?}$ Better algo for Lattices & Codes

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This work

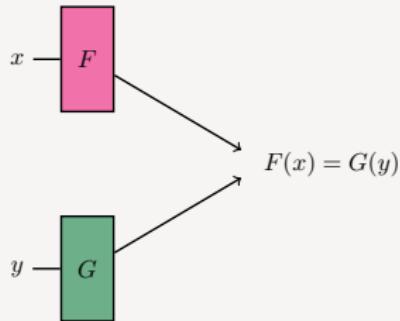
New time-memory trade-offs for subset-sum & LPN

Main tool: Parallel Collision Search algorithm [vOW99]

Collisions Search

Given: $F, G : \mathbb{F}_2^n \rightarrow \mathbb{F}_2^n$ with uniformly random outputs

Goal: Find $x, y \in \mathbb{F}_2^n$ s.t. $F(x) = G(y)$



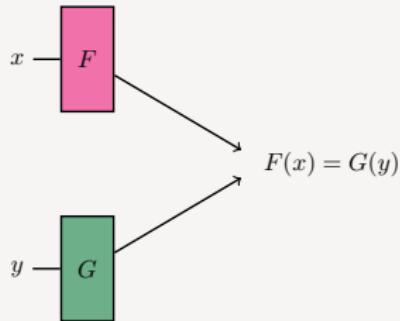
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Recovering one collision:
Time: $\mathcal{O}(2^{\frac{n}{2}})$

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Searching for 2^m collisions

- 2^m Birthday method: Time $\mathcal{O}(2^{m+\frac{n}{2}})$
- Parallel Collision Search [vOW99]: Time $\tilde{\mathcal{O}}(2^{\frac{m+n}{2}})$

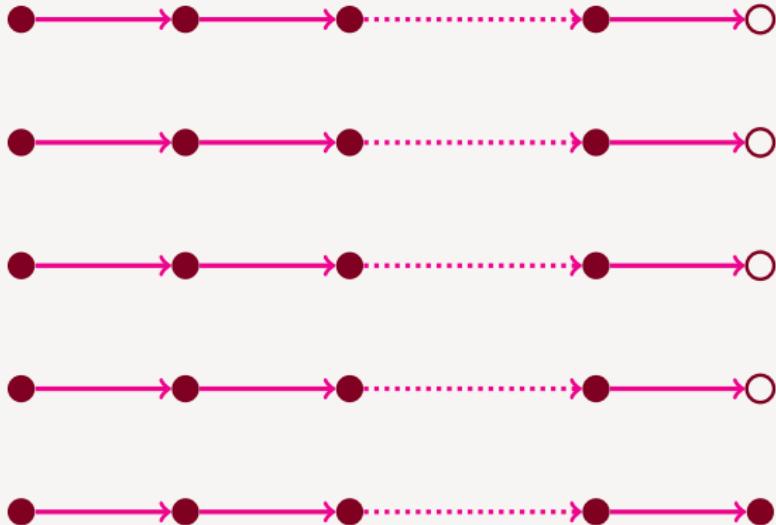
PCS: High level Idea

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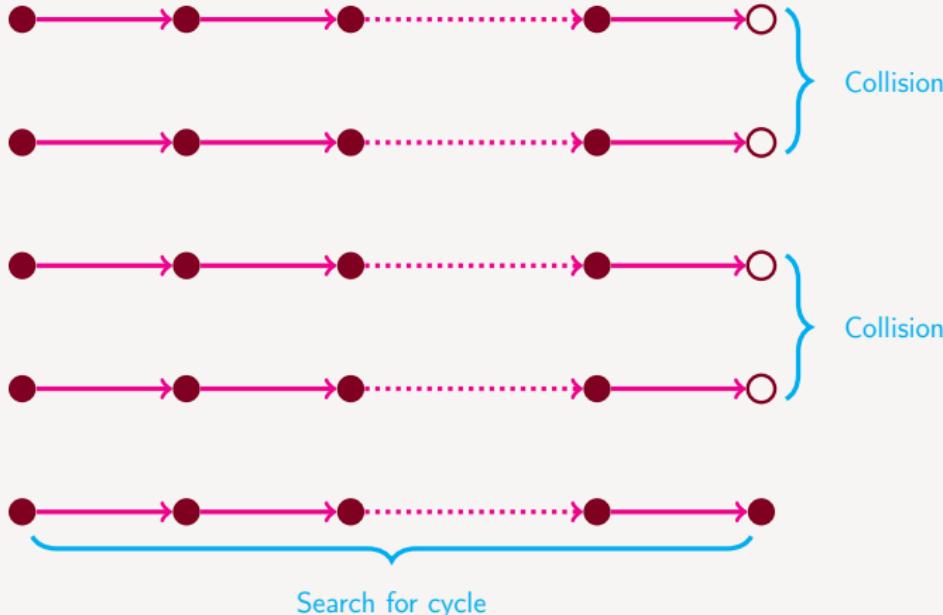
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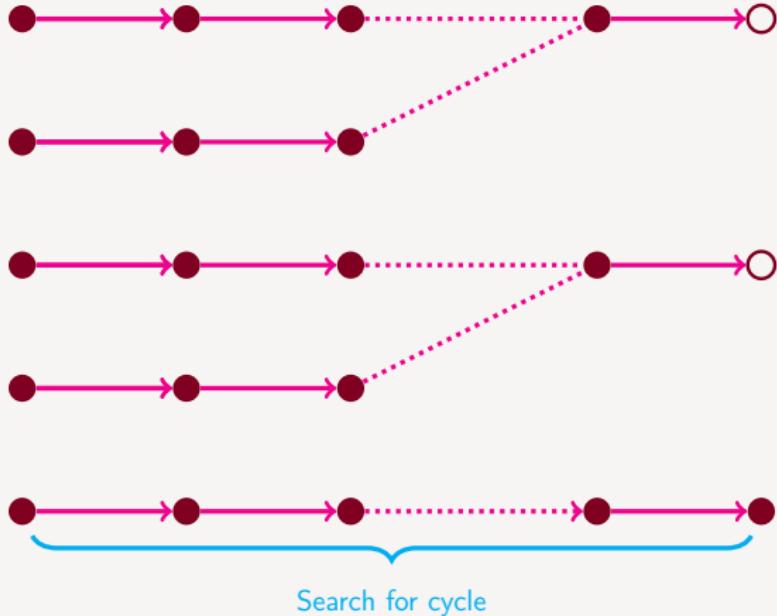
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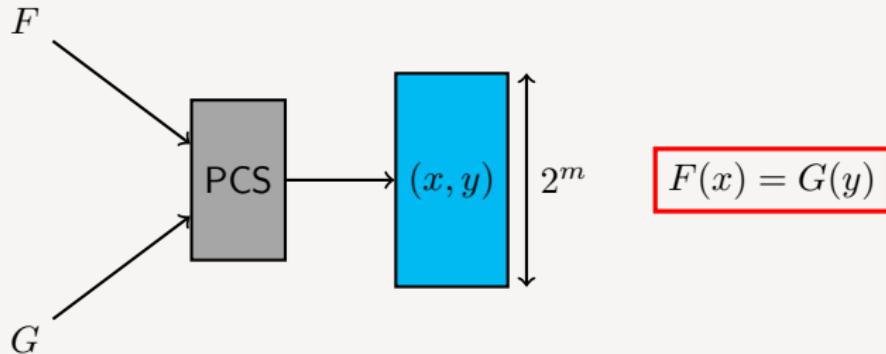
PCS: High level Idea



PCS in a Nutshell

Given: $F, G : \mathbb{F}_2^n \rightarrow \mathbb{F}_2^n$ with uniformly random outputs

Goal: Find 2^m $(x, y) \in (\mathbb{F}_2^n)^2$ s.t. $F(x) = G(y)$



$$T = \tilde{\mathcal{O}}\left(2^{\frac{n+m}{2}}\right) \quad M = \tilde{\mathcal{O}}(2^m)$$

1 Application 1: Random Subset-Sum Problem

2 Application 2: LPN

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Random Subset-Sum (RSS) Problem

Definition

- $\mathbf{a} = (a_1 \dots a_n) \in (\mathbb{Z}_{2^n})^n$
- $\mathbf{e} = (e_1 \dots e_n) \in \{0, 1\}^n \quad wt(\mathbf{e}) = \frac{n}{2} \quad unknown$
- $t = \langle \mathbf{a}, \mathbf{e} \rangle \bmod 2^n$

GOAL: Given (\mathbf{a}, t) find $\mathbf{e} \in \{0, 1\}^n$ such that $\langle \mathbf{a}, \mathbf{e} \rangle = t$

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Our Work

Two new algorithms

- SS-PCS Better than previous work for $M < 2^{0.02n}$
- SS-PCS₄ Better than previous work for $2^{0.13n} < M < 2^{0.2n}$

Previous Work

- MitM (Folklore algorithm): $T = M = 2^{\frac{n}{2}}$

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- [H-GJ10] Representation Technique. $T = M \simeq 2^{0.337n}$

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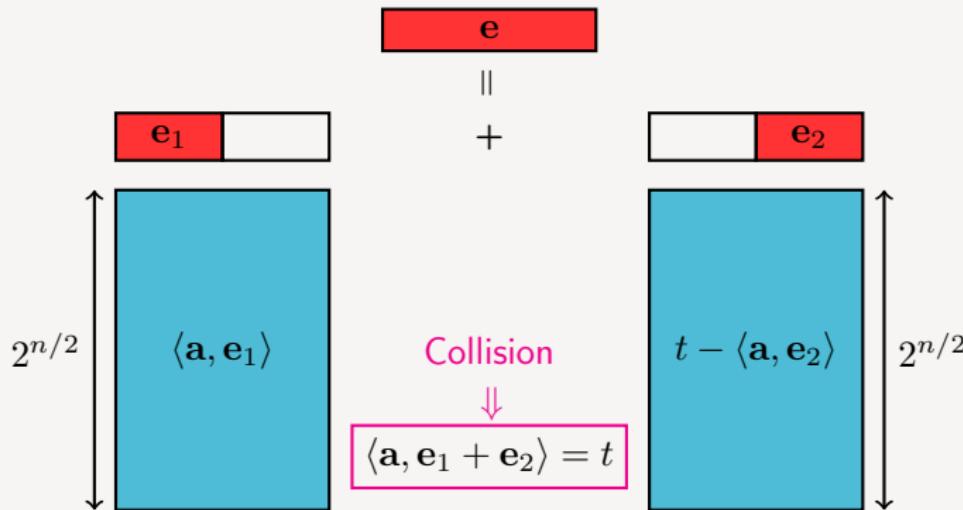
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- [BCJ11]
 - Improvement of [H-GJ10]: $T = M \simeq 2^{0.291n}$
 - Memoryless algorithm: $T \simeq 2^{0.71n}$

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- [DDKS12] Best $2^{0.01n} \leq M < 2^{0.17n}$

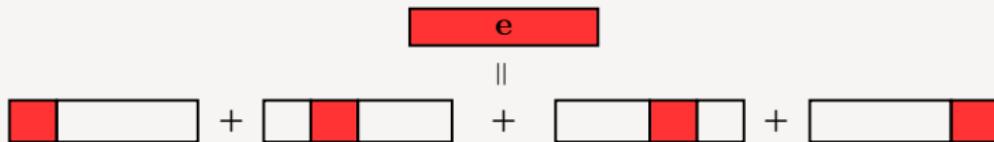
MitM Algorithm

Goal: Find e s.t. $\langle a, e \rangle = t$



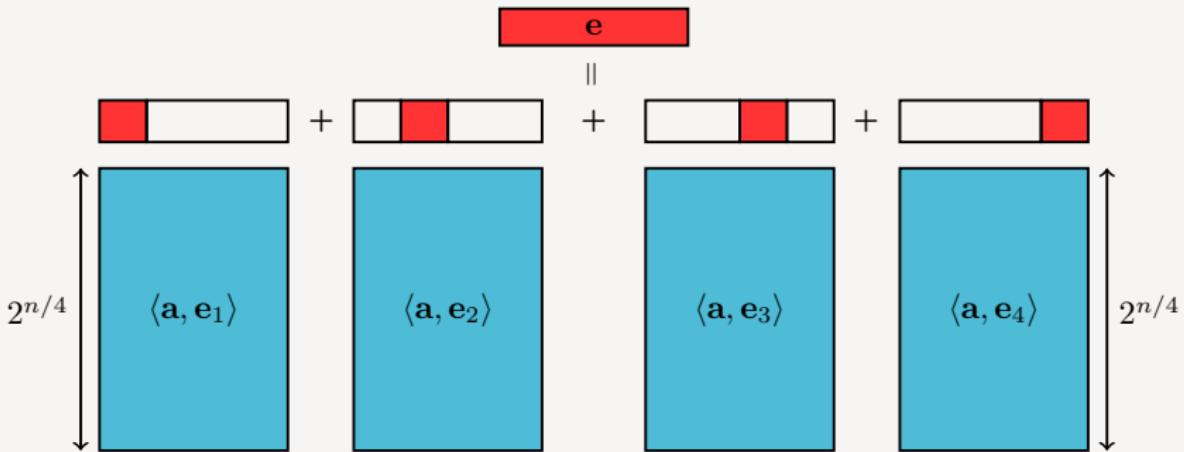
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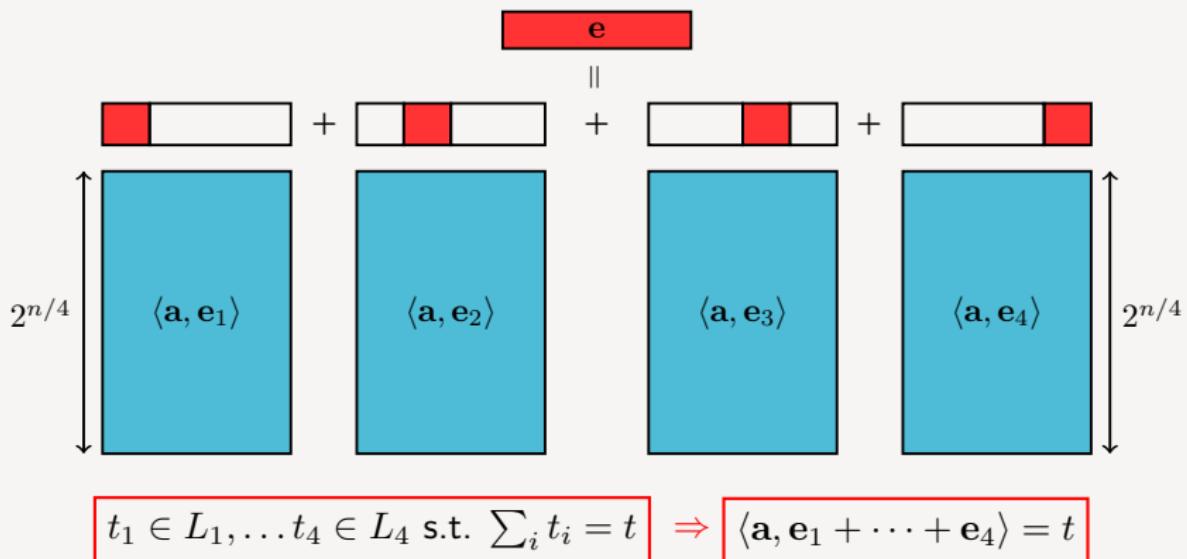
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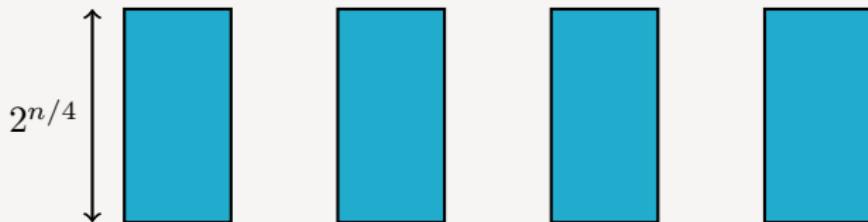


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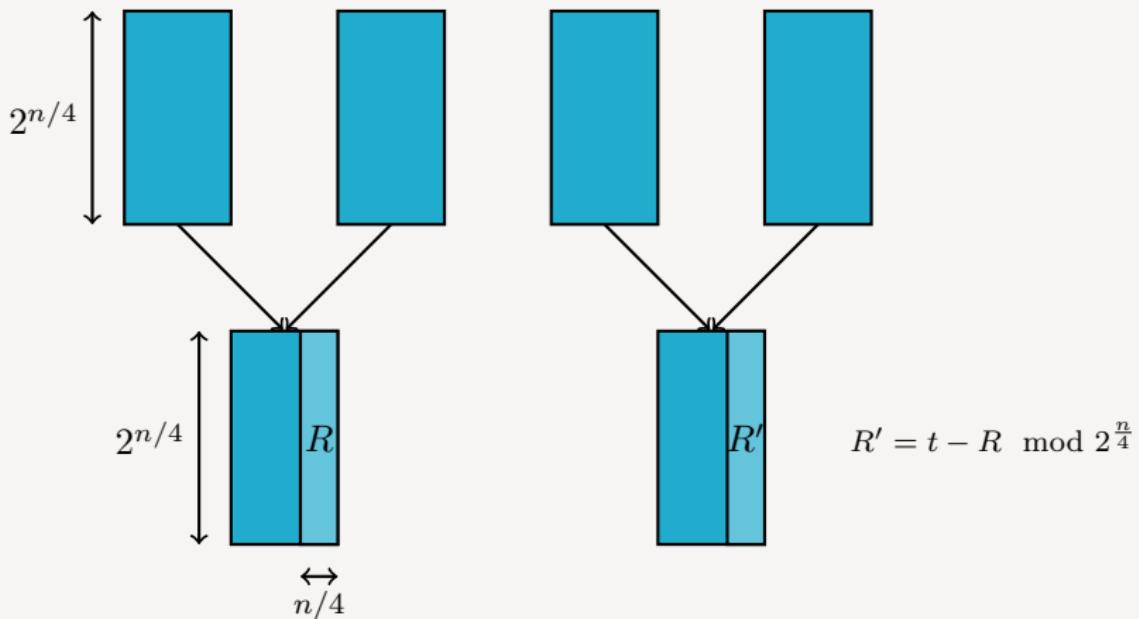
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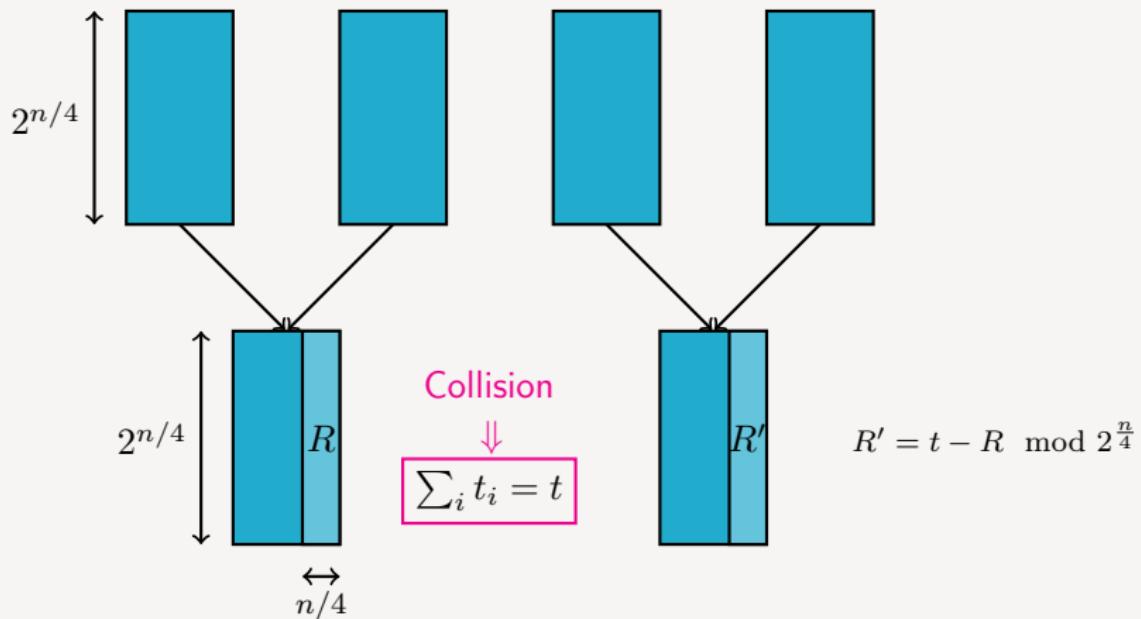
Schroeppe-Shamir 4-list Algorithm



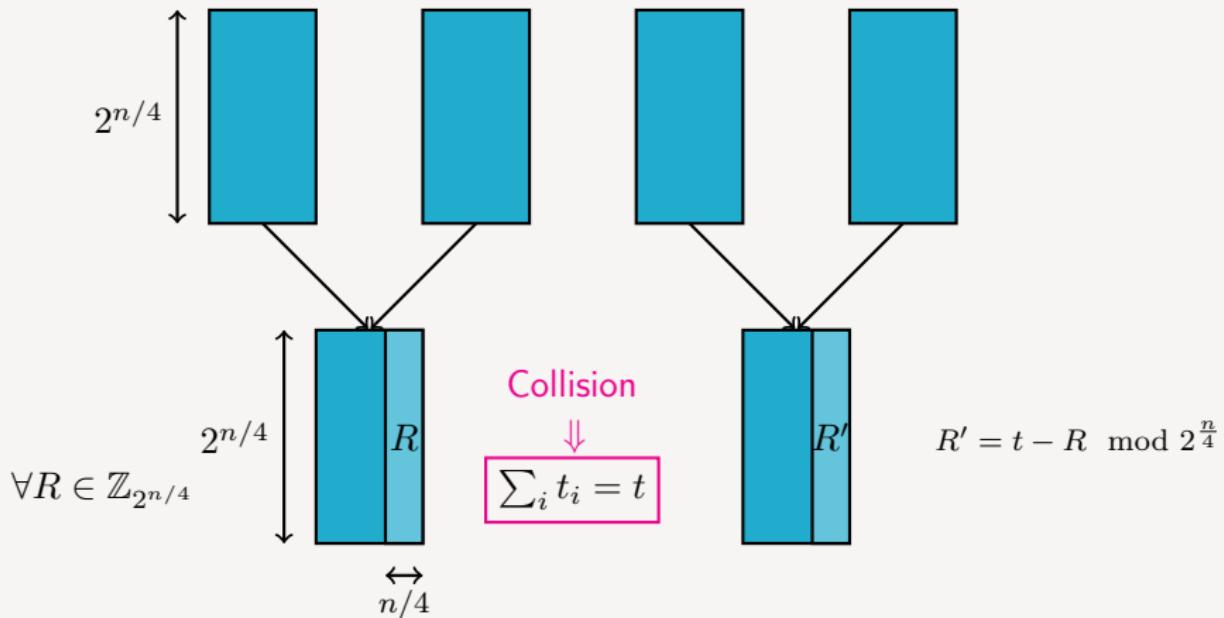
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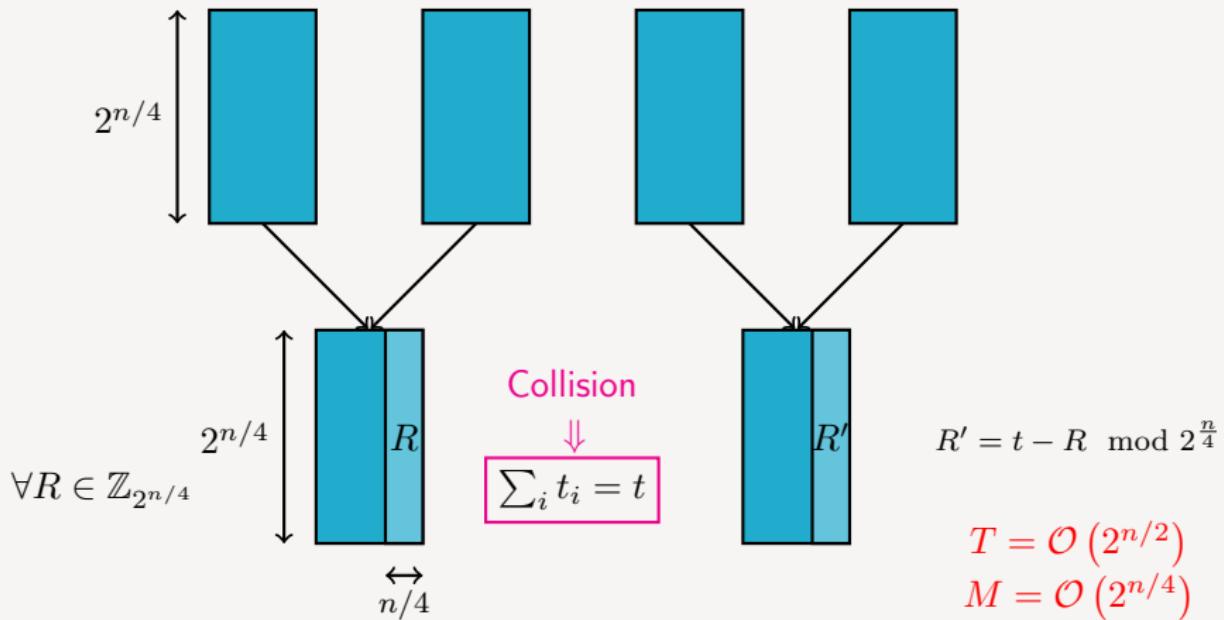
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Representations

Representation of \mathbf{e} : $(\mathbf{e}_1 \dots \mathbf{e}_k)$ $wt(\mathbf{e}_i) = \frac{n}{2^k} \quad \forall i$ $\sum \mathbf{e}_i = \mathbf{e}$

Example

$$\mathbf{e}_1 = (10001000)$$

$$\mathbf{e}_2 = (01000001)$$

$$\mathbf{e}'_1 = (10000001)$$

$$\mathbf{e}'_2 = (01001000)$$

$(\mathbf{e}_1, \mathbf{e}_2)$ and $(\mathbf{e}'_1, \mathbf{e}'_2)$: representations of $\mathbf{e} = (11001001)$

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$(\mathbf{e}_1, \mathbf{e}_2)$ and $(\mathbf{e}'_1, \mathbf{e}'_2)$: representations of $\mathbf{e} = (11001001)$

Important remark

$\mathbf{e} \in \{0, 1\}^n, \quad wt(\mathbf{e}) = n/2$

There are $\binom{n/2}{n/4} \approx 2^{n/2}$ representations $(\mathbf{e}_1, \mathbf{e}_2)$ of \mathbf{e}

Representation Technique: Needles and Haystack

Subset-sum

Find $\mathbf{e} \in \{0, 1\}^n$ s.t. $\langle \mathbf{a}, \mathbf{e} \rangle = t \pmod{2^n}$



Representation Technique: Needles and Haystack

Representation Technique [H-GJ10]

Find $(\mathbf{e}_1, \mathbf{e}_2) \in \{0, 1\}^n \times \{0, 1\}^n$ s.t. $\langle \mathbf{a}, \mathbf{e}_1 + \mathbf{e}_2 \rangle = t \pmod{2^n}$



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Without Rep.

search space: $\binom{n}{n/2} \approx 2^n$

solutions: 1

With Rep.

search space: $\binom{n}{n/4}^2 \approx 2^{1.623n}$ ☹

solutions: $\binom{n/2}{n/4} \approx 2^{n/2}$ ☺

BCJ Memoryless Algorithm [BCJ11]

- $wt(\mathbf{x}) = \frac{n}{4}$
- $g(\mathbf{x}) = \langle \mathbf{a}, \mathbf{x} \rangle \bmod 2^r, \quad 2^r \approx \binom{n}{n/4}$
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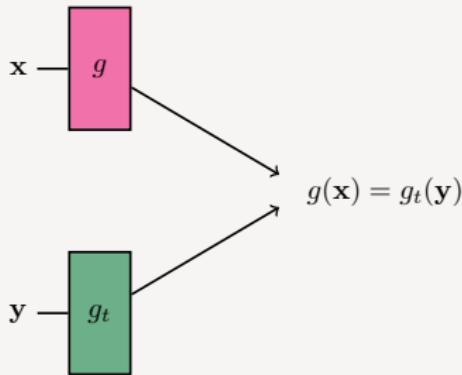
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- Search a collision between g and g_t
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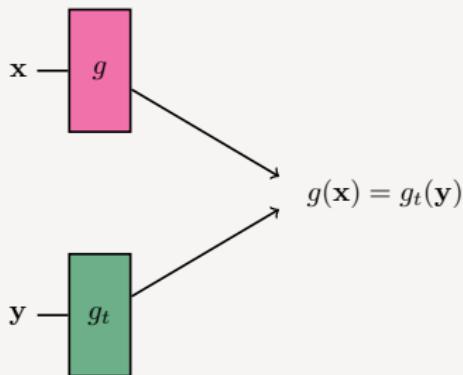
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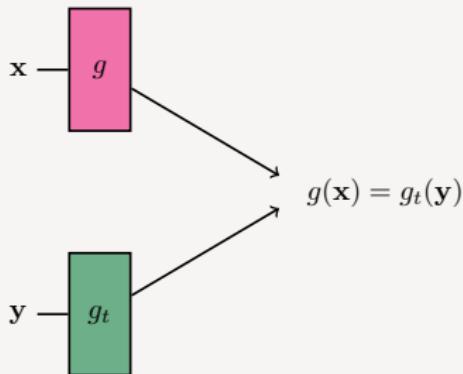
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$$T = \tilde{\mathcal{O}}(2^{0.717n})$$

First Contribution: SS-PCS

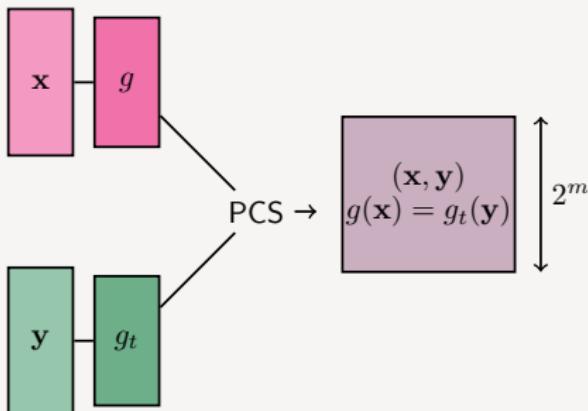
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$$\begin{array}{c} g(\mathbf{x}) = g_t(\mathbf{y}) \\ \Updownarrow \\ \langle \mathbf{a}, \mathbf{x} + \mathbf{y} \rangle = t \bmod 2^r \end{array}$$

- Generate 2^m collisions
- If $\exists \mathbf{x} + \mathbf{y} \in \{0, 1\}^n$ and $\langle \mathbf{a}, \mathbf{x} + \mathbf{y} \rangle = t \bmod 2^n$ return $\mathbf{x} + \mathbf{y}$
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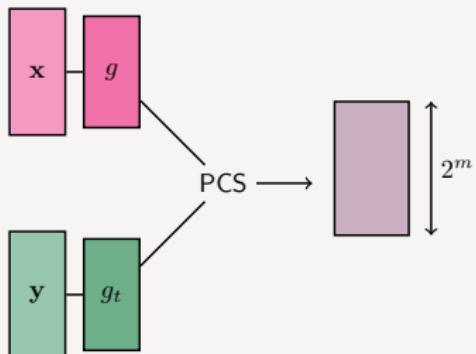
SS-PCS: Complexity

- $wt(\mathbf{x}) = wt(\mathbf{y}) = \frac{n}{4}$
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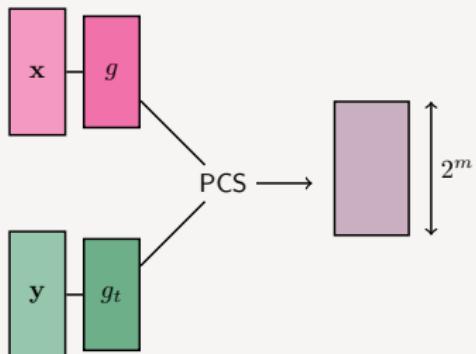
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- Generate 2^m collisions $\tilde{\mathcal{O}}\left(2^{\frac{r+m}{2}}\right)$
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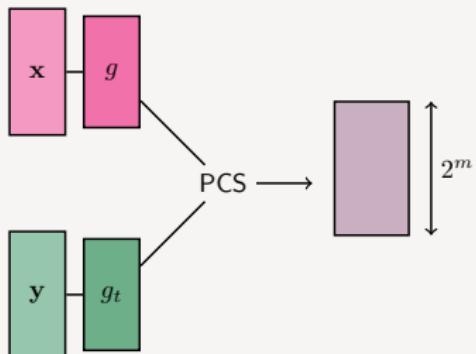
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- Else Restart $\tilde{\mathcal{O}}\left(2^{r-\frac{n}{2}-m}\right)$

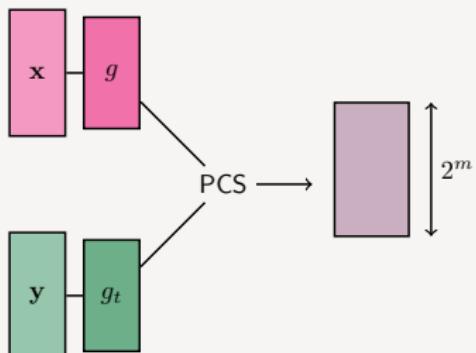
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$$\Downarrow$$

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- Generate 2^m collisions $\tilde{\mathcal{O}}\left(2^{\frac{r+m}{2}}\right)$
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- Else Restart $\tilde{\mathcal{O}}\left(2^{r-\frac{n}{2}-m}\right)$

Time: $\tilde{\mathcal{O}}\left(2^{0.717n - \frac{m}{2}}\right)$
Space: $\tilde{\mathcal{O}}(2^m)$

SS-PCS in a Nutshell

Assumptions

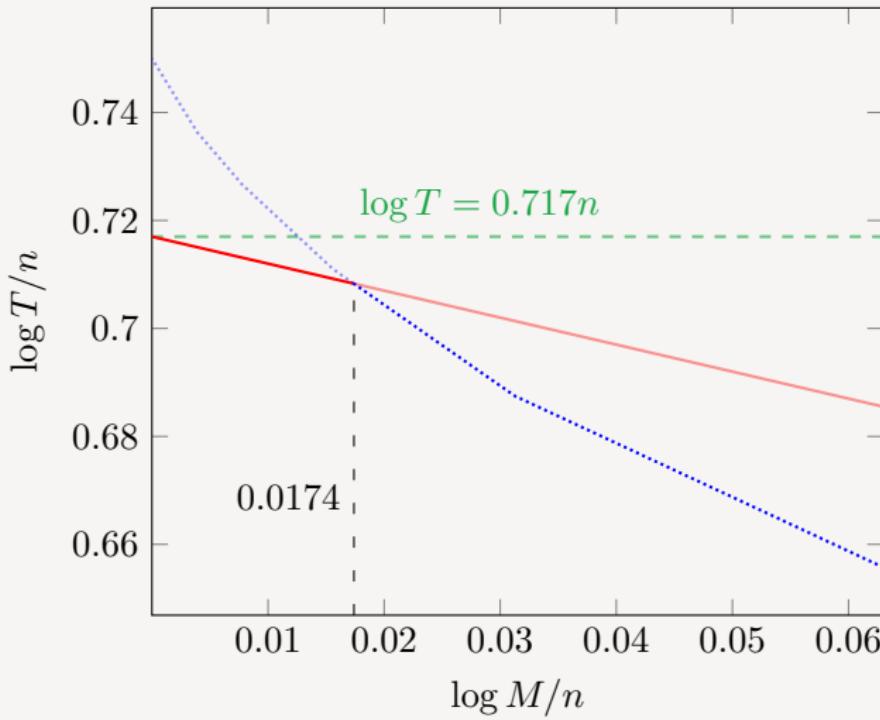
- PCS behaves with g, g_t as with independent random functions
- PCS returns uniformly random collisions

Experimentally checked

SS-PCS...

- requires $\tilde{\mathcal{O}}(2^m)$ space
- takes times $\tilde{\mathcal{O}}(2^{0.717n - \frac{m}{2}})$
- is better than previous work when $m \leq 0.0174n$
- is the BCJ memoryless algorithm when $m = 0$

SS-PCS trade-off



Second Contribution: Set-up

- $wt(\mathbf{x}) = wt(\mathbf{y}) = \frac{n}{16}$
- Random $R_1, R_2, R_3 \in \mathbb{Z}_{2^s}$ and $R_4 = t - (R_1 + R_2 + R_3)$ $2^s \approx \binom{n}{n/16}$
- $f(\mathbf{x}) = \langle \mathbf{a}, \mathbf{x} \rangle \bmod 2^s$
- $f_{R_i}(\mathbf{y}) = R_i - f(\mathbf{y}) \bmod 2^s$

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- $f_{R_i}(\mathbf{y}) = R_i - f(\mathbf{y}) \bmod 2^s$

$$f(\mathbf{x}_i) = f_{R_i}(\mathbf{y}_i) \iff \langle \mathbf{a}, \mathbf{x}_i + \mathbf{y}_i \rangle = R_i \bmod 2^s$$

Second Contribution: Set-up

- $wt(\mathbf{x}) = wt(\mathbf{y}) = \frac{n}{16}$
- Random $R_1, R_2, R_3 \in \mathbb{Z}_{2^s}$ and $R_4 = t - (R_1 + R_2 + R_3)$ $2^s \approx \binom{n}{n/16}$
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$$\langle \mathbf{a}, \mathbf{x}_1 + \mathbf{y}_1 + \cdots + \mathbf{x}_4 + \mathbf{y}_4 \rangle = t \bmod 2^s$$

Second Contribution: SS-PCS₄

$$f(\mathbf{x}) = \langle \mathbf{a}, \mathbf{x} \rangle \bmod 2^s \quad f_{R_i}(\mathbf{x}) = R_i - f(\mathbf{x}) \bmod 2^s$$

$$\boxed{f} \quad \boxed{f_{R_1}}$$

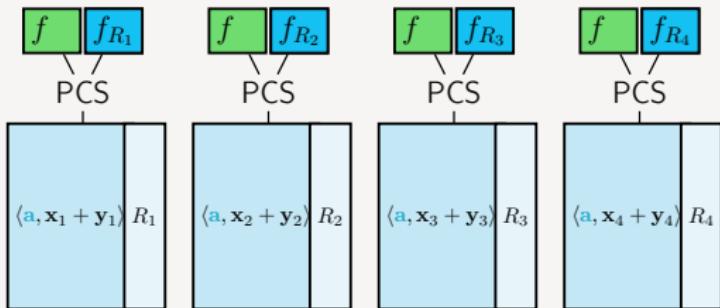
$$\boxed{f} \quad \boxed{f_{R_2}}$$

$$\boxed{f} \quad \boxed{f_{R_3}}$$

$$\boxed{f} \quad \boxed{f_{R_4}}$$

Second Contribution: SS-PCS₄

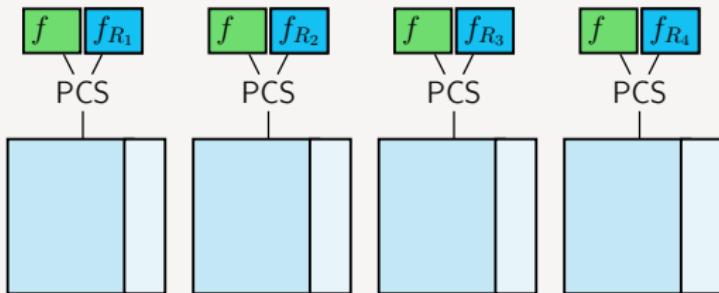
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- Find 2^m collisions between f and f_{R_i}

Second Contribution: SS-PCS₄

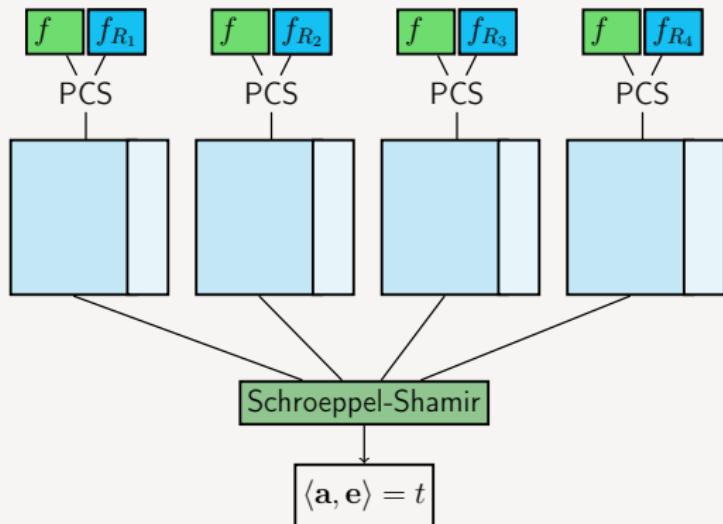
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- Find 2^m collisions between f and f_{R_i}
- Discard inconsistent ones

Second Contribution: SS-PCS₄

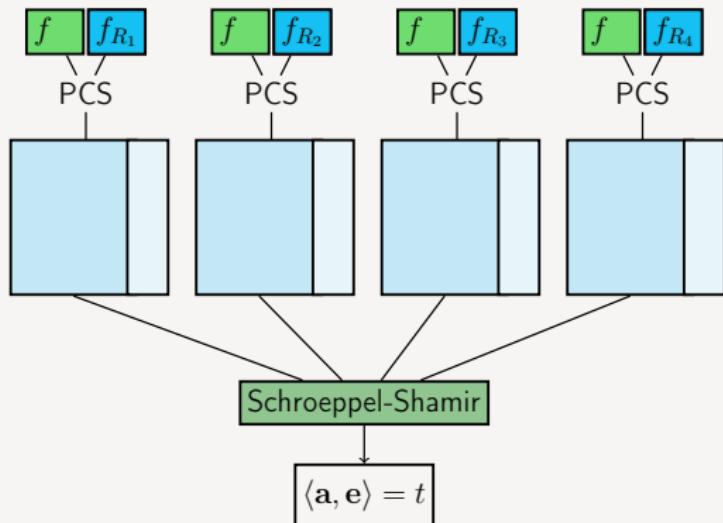
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- Find 2^m collisions between f and f_{R_i}
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- Search for $t_1 + t_2 + t_3 + t_4 = t$

Second Contribution: SS-PCS₄

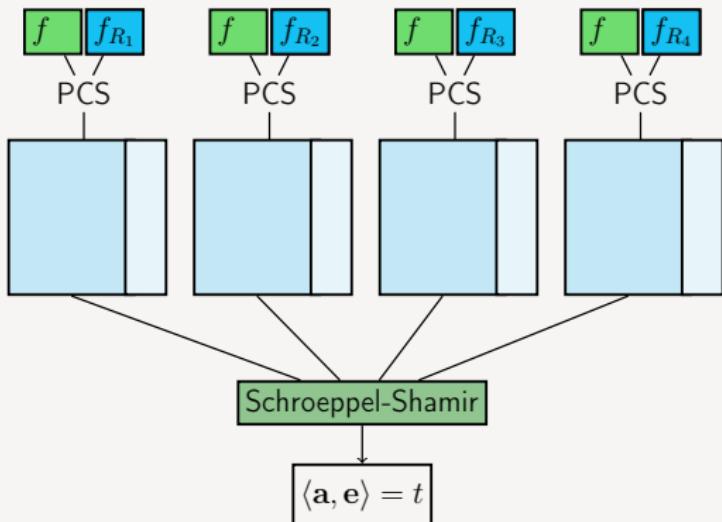
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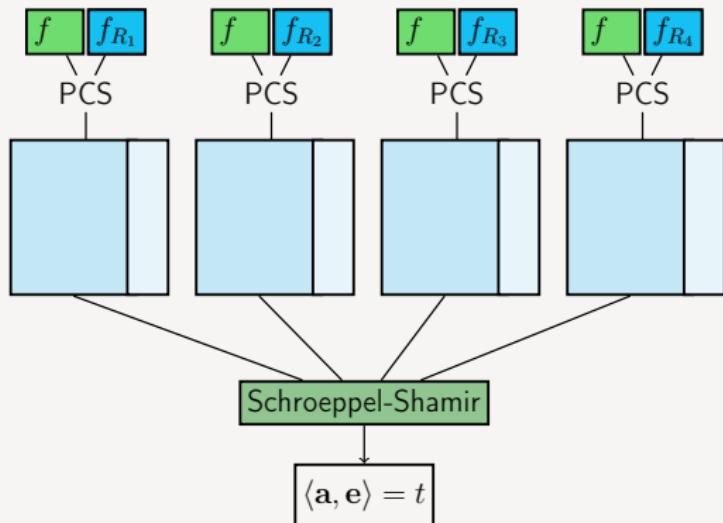
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 - with same R_i

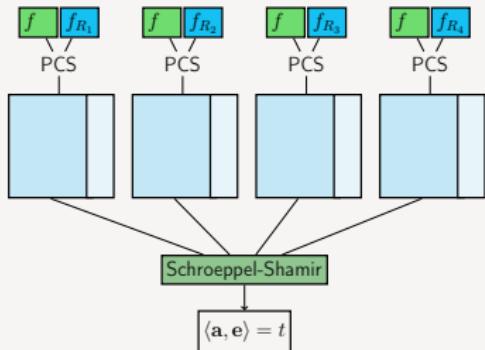
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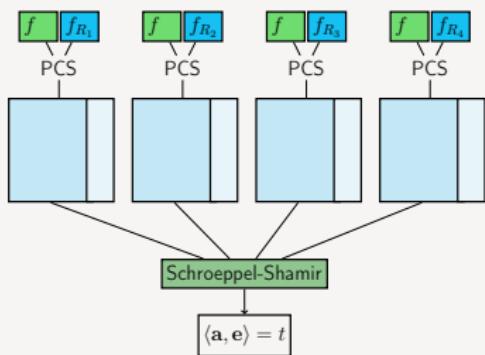
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 - with different R_i

SS-PCS₄: Complexity



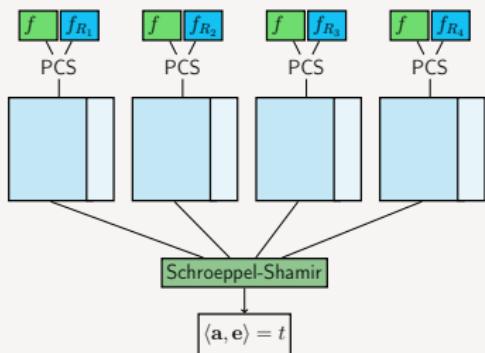
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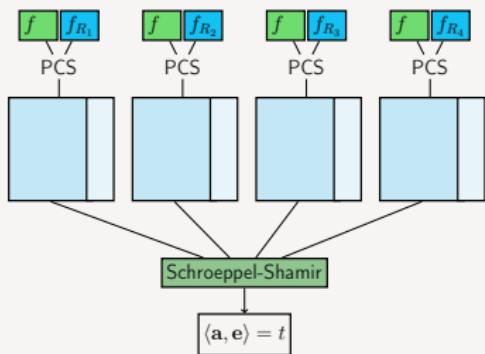
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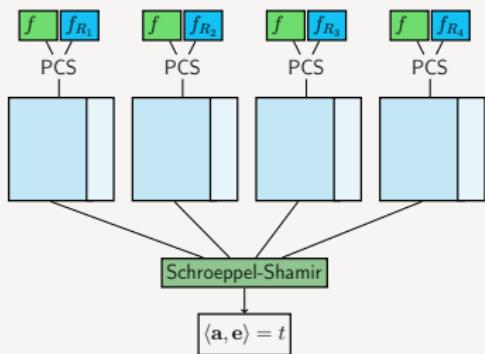
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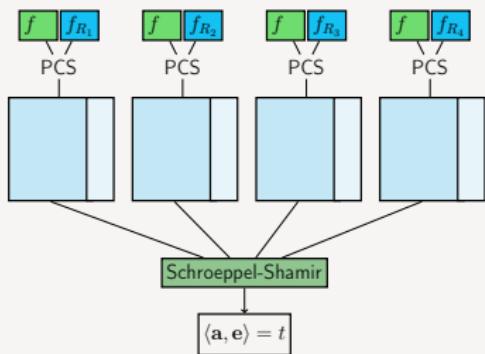
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- Else restart
 - Same R_i
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SS-PCS₄: Complexity



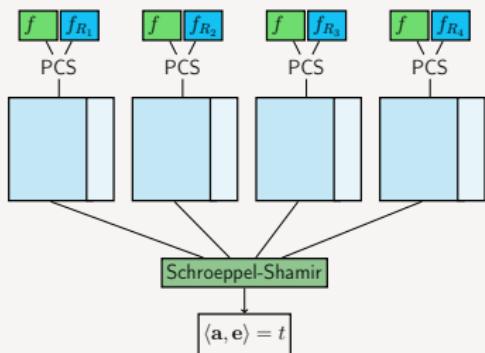
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- If $\exists e \in \{0, 1\}^n$ return e
- Else restart
 - Same R_i
 $\tilde{\mathcal{O}}\left(2^{4s - \frac{1}{2} - 4m}\right) = P[\text{Rep. } | R_i \text{ good}]^{-1}$
 - New R_i $\tilde{\mathcal{O}}(2^{3s-1}) = P[R_i \text{ good}]^{-1}$

SS-PCS₄: Complexity



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$$s \approx \log \binom{n}{n/16} \approx 0.337n, m < 0.21n,$$

$$m' \approx m - 0.006n$$

Time: $\tilde{\mathcal{O}}(2^{0.849n-2m})$
Space: $\tilde{\mathcal{O}}(2^m)$

In a Nutshell

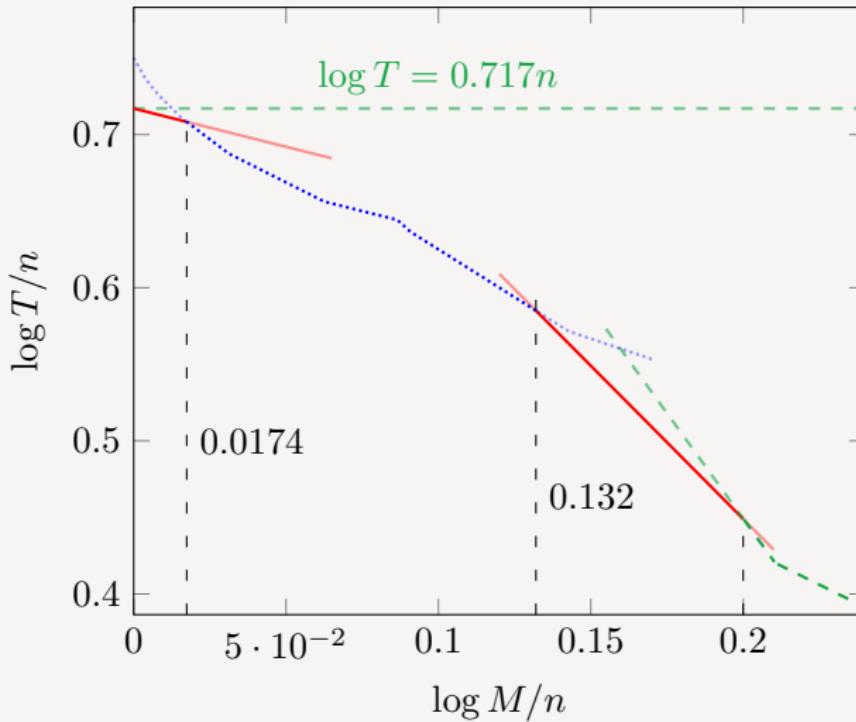
Assumptions

- PCS behaves with f, f_{R_i} as with independent random functions
- PCS returns uniformly random collisions
- $\langle \mathbf{a}, \mathbf{e}_i \rangle \bmod 2^s$ are independently and uniformly distributed.

SS-PCS₄...

- requires $\tilde{\mathcal{O}}(2^m)$ memory
- find a solution in expected time $\tilde{\mathcal{O}}(2^{0.849n-2m})$, $m \leq 0.21n$.
- is better than previous work for $0.132n \leq m \leq 0.2n$

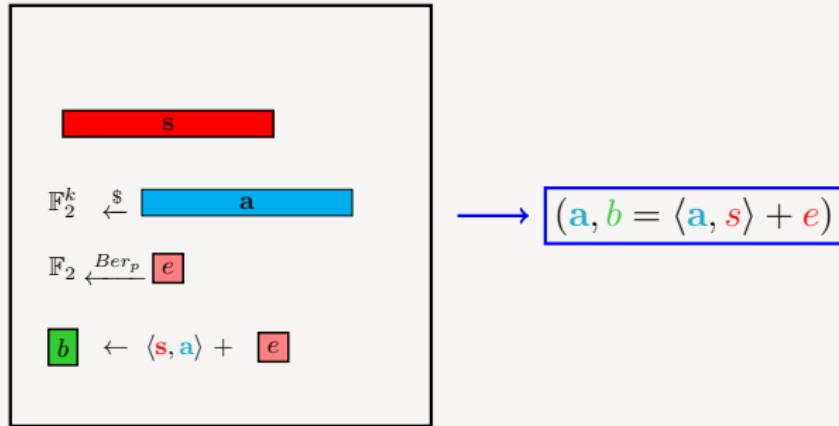
New Trade-offs



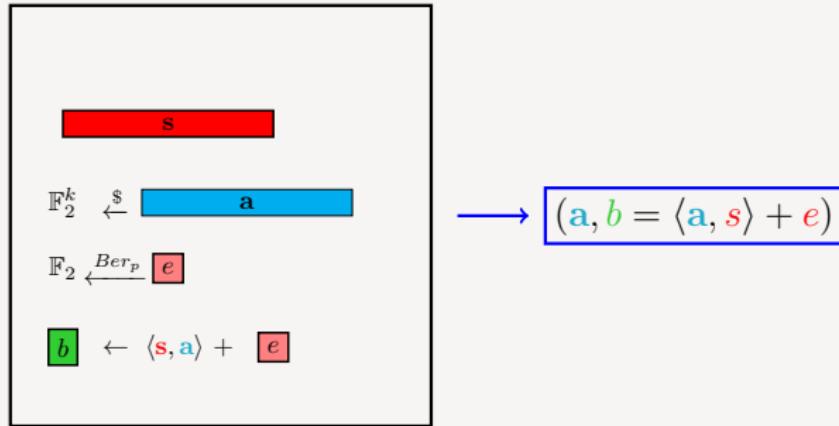
1 Application 1: Random Subset-Sum Problem

2 Application 2: LPN

Learning Parity with Noise



Learning Parity with Noise



(Search)LPN

- s unknown
- $p < \frac{1}{2}$ $e = 1$ with probability p
- **GOAL:** Recover s given access to LPN oracle

c -sum Problem [EHKMS18]



- Single-solution: $(x_1, \dots, x_c) \in L^c : x_1 + \dots + x_c = 0$
- Solution: a set of N distinct single-solutions

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Reduction

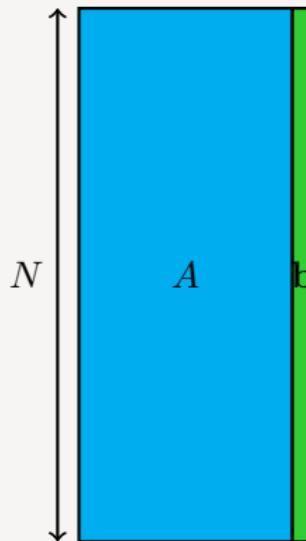
- $\ell = \frac{k \log c}{(1-\varepsilon) \log k}$
- $\log N \geq \frac{\ell + c \log c + 1}{c}$

- Assuming c -sums behave as independent
- c -sum Pb solved in time T and memory M

LPN solved in time $T^{1+o(1)}$ and memory $M^{1+o(1)}$ using $N^{1+o(1)}$ samples

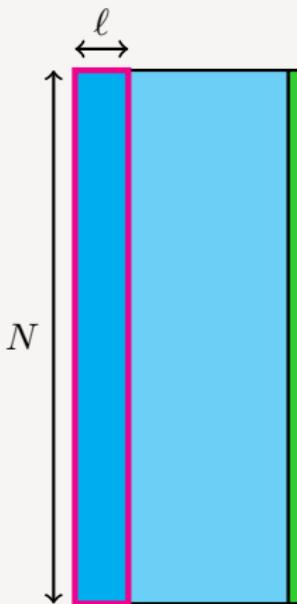
Solving LPN with c -sum

GOAL: Solve $As + e = b$



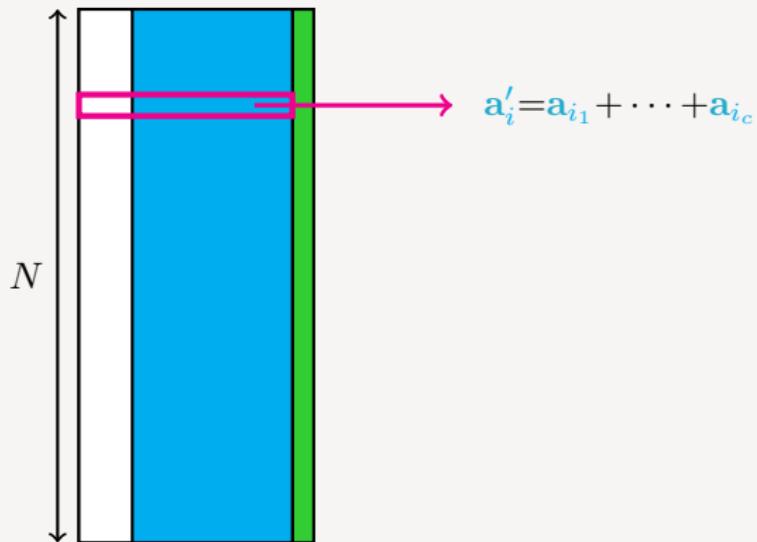
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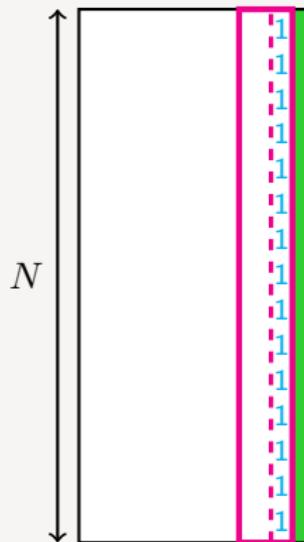
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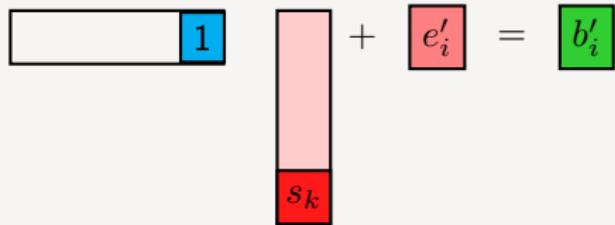


Solving LPN with c -sum

GOAL: Solve $As + e = b$

- $e'_i = \sum_{j=1}^t e_{ij}$

- **Pilling-up Lemma:** $e'_i = 1$
w.p. $p' = \frac{1}{2} - \frac{1}{2}(1 - 2p)^t$



Solving LPN with c -sum

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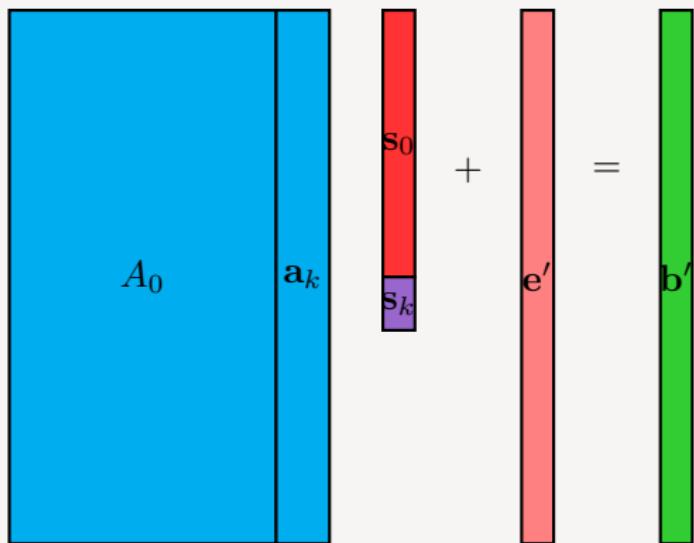
$$\boxed{s_k} + \boxed{e'_i} = \boxed{b'_i}$$

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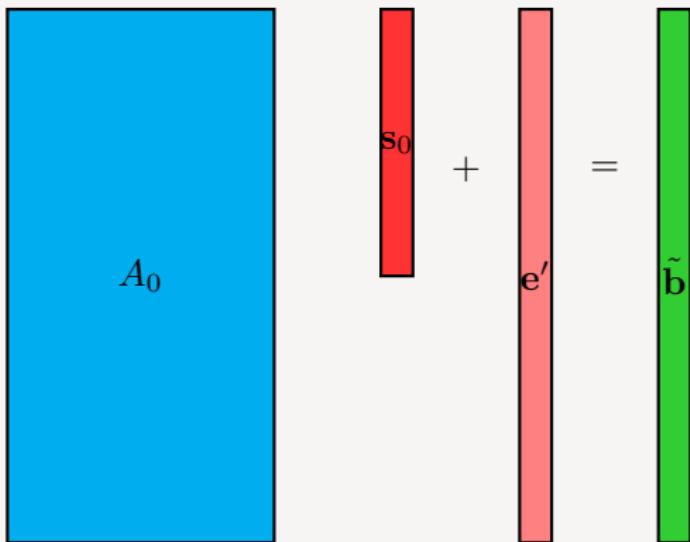
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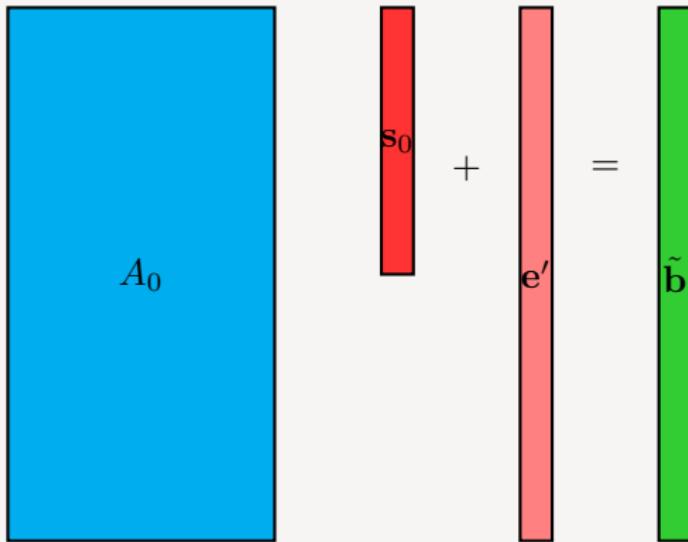
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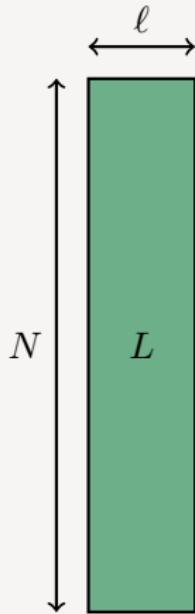


Contribution

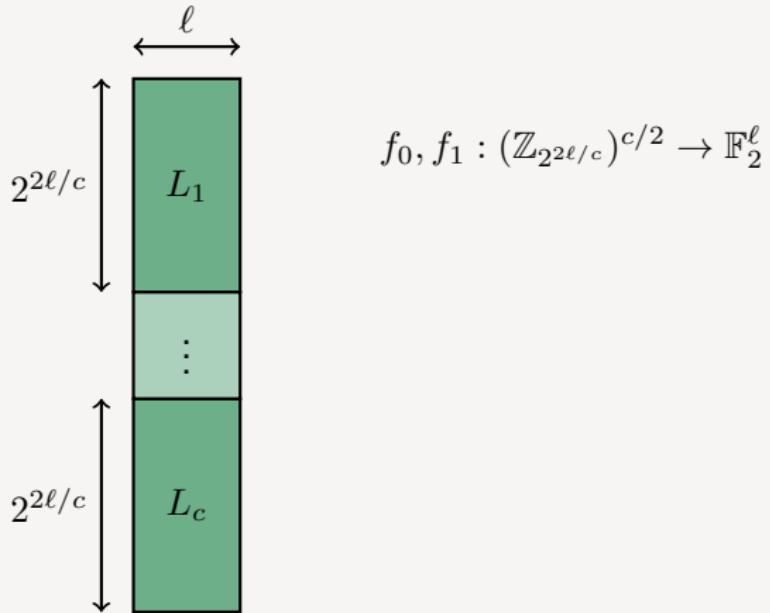
[EHKMS18]: c -sum via Dissection [DDKS12]

Our work: c -sum via PCS

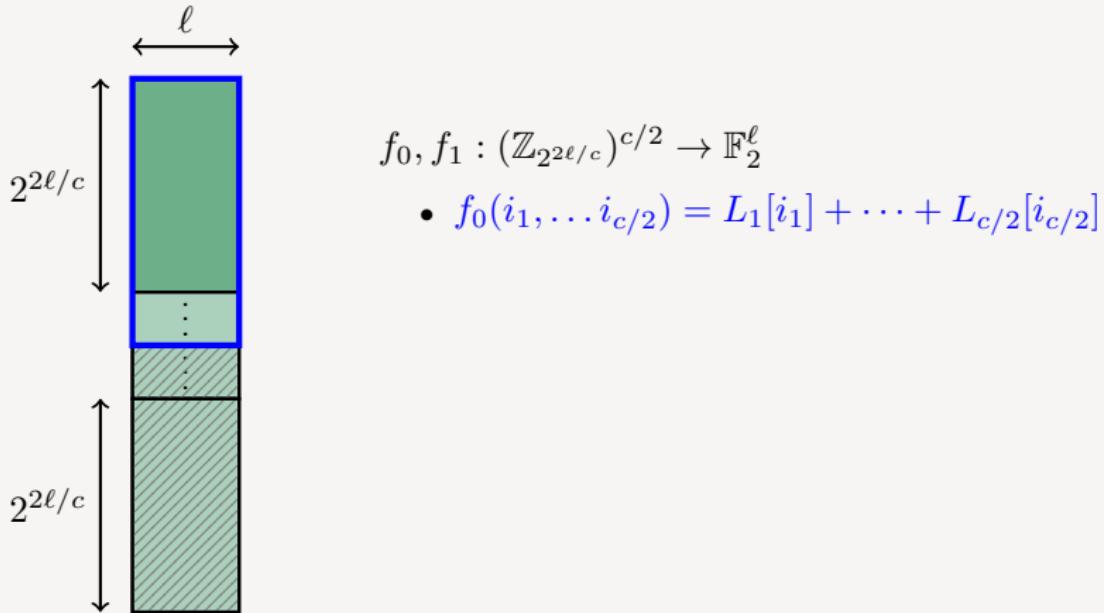
New c -sum-PCS Algorithm



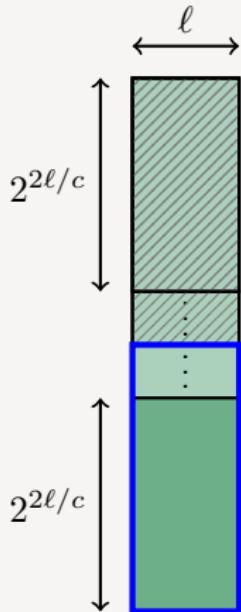
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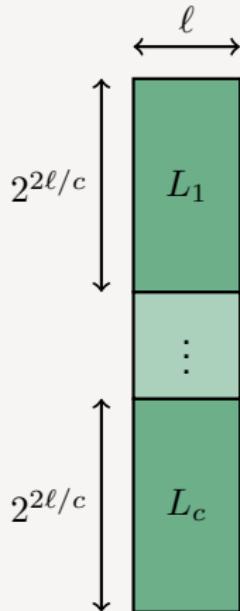
New c -sum-PCS Algorithm



$$f_0, f_1 : (\mathbb{Z}_{2^{2\ell/c}})^{c/2} \rightarrow \mathbb{F}_2^\ell$$

- $f_0(i_1, \dots, i_{c/2}) = L_1[i_1] + \dots + L_{c/2}[i_{c/2}]$
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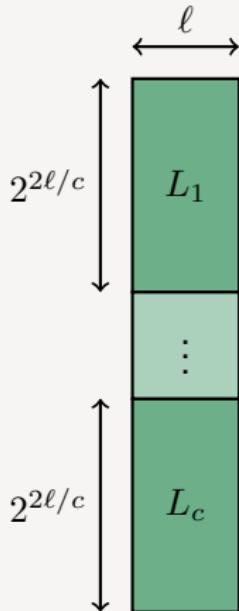
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Find $N = c2^{2\ell/c}$ collisions between f_0 and f_1 with PCS

Complexity analysis

Assumption

Given a list L the c -sums $(x_1, \dots, x_c) \in L^c$ behave as independent

- *Proved for $c = 2$ [DRX17]*
- *Experimentally checked for $c = 4, c = 7$ [EHKMS18]*

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c -sum-PCS...

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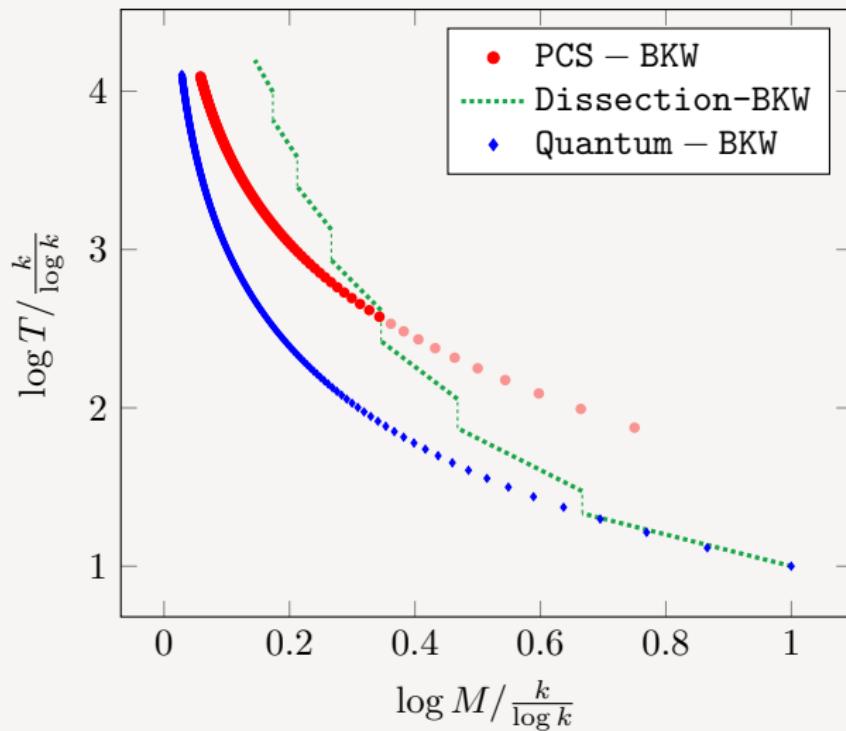
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PCS-BKW...

- Solves LPN in time $T = 2^{(\frac{1}{2} + \frac{1}{c}) \log c \frac{k}{\log k} (1+\varepsilon)}$ and memory $M = 2^{\frac{2}{c} \log c \frac{k}{\log k} (1+\varepsilon)}$
- Is faster than [EHKMS18] for $M < 2^{0.35 \frac{k}{\log k}}$

New Trade-offs



Conclusion

This Work proposes

- Two new low-memory algorithms for subset-sum using PCS
 - SS-PCS: Based on BCJ memoryless algorithm **works best** for $M < 2^{0.02n}$
 - SS-PCS₄: **works best** for $2^{0.13n} < M < 2^{0.2n}$
- PCS-BKW: A new low-memory algorithm for LPN using PCS
 - Follows the idea of [EHKMS18]
 - Improve the **c-sum routine**
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- Improving these trade-offs
- Applying similar ideas to other problem (e.g. Decoding, Lattice)?

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Thank you for your time!