

# SVP algorithms. BKZ

Elena Kirshanova

Technology Innovation Institute, Abu Dhabi, UAE

CIMPA Summer School, Rabat

## Links

These slides are available here:



`https://crypto-kantiana.com/elena.kirshanova/teaching/ssRabat/SVP_Rabat.pdf`

Exercises, labs are available on the webpage:



[https://crypto-kantiana.com/elena.kirshanova/teaching/  
summerschoolRabat2023.html](https://crypto-kantiana.com/elena.kirshanova/teaching/summerschoolRabat2023.html)

# Agenda

- Today: Lectures
- Tomorrow: Exercises
- Friday: Labs

## Labs

- For Lab1 you need to install FPyLLL  
`https://github.com/fp111/fpy111`
- It is available via SageMathCell and CoCalc (select a Jupyter notebook with a Sage kernel)
- For Lab2 and Lab3 you need Sage on your machine (Lab2 is checked via automated tests)
- Labs can be solved in teams of **max 3** people
- Try to install FPyLLL or play with it in CoCalc

## Prize

The fastest team to obtain correct\*  
solutions/implementations gets an unforgettable prize!

The correctness will be judged by the lecturer

## Content of the lectures

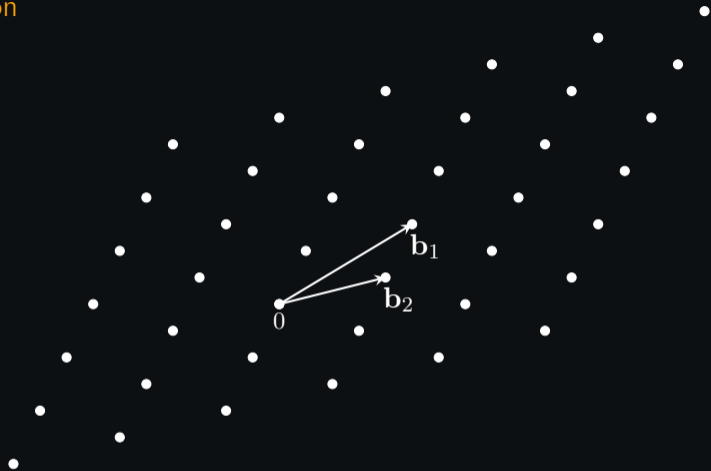
1. The shortest vector problem
2. Kannan-Finke-Pohst Enumeration algorithm
3. Sieving algorithm
4. Block Korkine-Zolotarev reduction
5. Solving LWE with BKZ

Part I

# The shortest vector problem



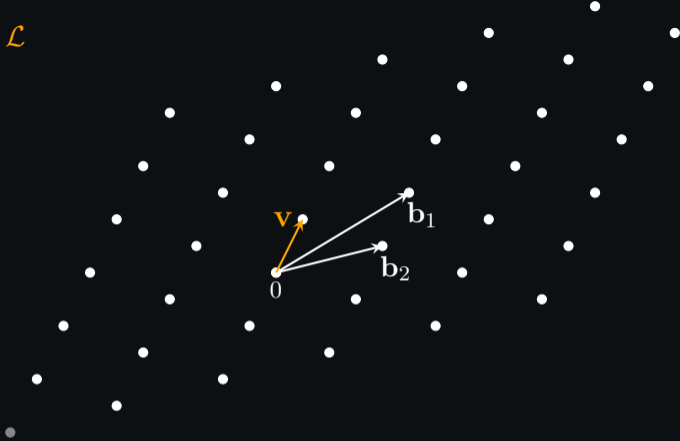
## A lattice: definition



**A lattice** is the set  $\mathcal{L} = \{\sum_{i \leq n} x_i \mathbf{b}_i : x_i \in \mathbb{Z}\}$  for some linearly independent  $\mathbf{b}_i$ 's.

For us,  $\mathbf{b}_i \in \mathbb{Z}^n$  and  $\mathcal{L}$  is full-rank.

## Short vectors in $\mathcal{L}$



The **Shortest Vector Problem (SVP)** asks to find non-zero  $\mathbf{v}$  of minimal Euclidean length.

We do not know  $\|\mathbf{v}\|$  in general, but for any  $n$ -rank  $\mathcal{L}$ :

$$\|\mathbf{v}_{\text{shortest}}\| \leq \sqrt{n} \cdot \det(\mathcal{L})^{1/n} \quad (\text{Minkowski's bound})$$

Hardness of SVP (small-order terms are omitted)

$$\|\mathbf{v}_{\text{shortest}}\| \leq \sqrt{n} \cdot \det(\mathcal{L})^{1/n}$$

Approximate SVP asks to find  $\mathbf{v}_{\text{short}}$ :

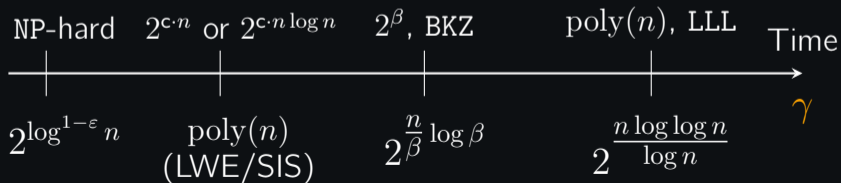
$$\|\mathbf{v}_{\text{short}}\| \leq \gamma \cdot \sqrt{n} \cdot \det(\mathcal{L})^{1/n}$$

## Hardness of SVP (small-order terms are omitted)

$$\|\mathbf{v}_{\text{shortest}}\| \leq \sqrt{n} \cdot \det(\mathcal{L})^{1/n}$$

Approximate SVP asks to find  $\mathbf{v}_{\text{short}}$ :

$$\|\mathbf{v}_{\text{short}}\| \leq \gamma \cdot \sqrt{n} \cdot \det(\mathcal{L})^{1/n}$$

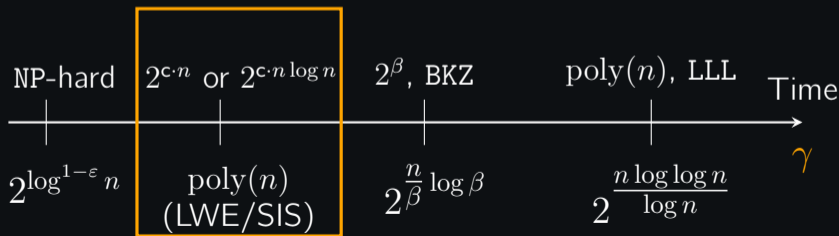


## Hardness of SVP (small-order terms are omitted)

$$\|\mathbf{v}_{\text{shortest}}\| \leq \sqrt{n} \cdot \det(\mathcal{L})^{1/n}$$

Approximate SVP asks to find  $\mathbf{v}_{\text{short}}$ :

$$\|\mathbf{v}_{\text{short}}\| \leq \gamma \cdot \sqrt{n} \cdot \det(\mathcal{L})^{1/n}$$



## Practical Algorithms for SVP

- Enumeration
- Sieving (Provable/Heuristic)

## Practical Algorithms for SVP

- Enumeration

$$\text{Time} = 2^{((1/2e)+o(1))n \log n}$$

$$\text{Memory} = \text{poly}(n)$$

- ✓ Lots of improvements for the  $o(n \log n)$ -term
- ✓ (Somewhat) easy to parallelize

- Sieving (Provable/Heuristic)

## Practical Algorithms for SVP

- Enumeration

$$\text{Time} = 2^{((1/2e)+o(1))n \log n}$$

$$\text{Memory} = \text{poly}(n)$$

- ✓ Lots of improvements for the  $o(n \log n)$ -term
- ✓ (Somewhat) easy to parallelize

- Sieving (Provable/Heuristic)

$$\text{Time} = 2^{(2.465+o(1))n}$$

$$\text{Memory} = 2^{(1.325+o(1))n}$$

$$\text{Time} = 2^{(0.292+o(1))n}$$

$$\text{Memory} = 2^{(0.2075+o(1))n}$$

- ✓ Big  $o(n)$ -factors
- ✓ Parallelization is painful
- ✓ Time-memory trade-offs exist



Part II

# Kannan-Finke-Pohst Enumeration algorithm

## Enumeration algorithm for SVP: main idea

**Idea:** enumerate all lattice vector within a ball of certain radius  $k$ .

1. INPUT: basis  $B = QR$ ,  $R \in \mathbb{R}^{n \times n}$  – R-factor

## Enumeration algorithm for SVP: main idea

**Idea:** enumerate all lattice vector within a ball of certain radius  $k$ .

1. INPUT: basis  $B = QR$ ,  $R \in \mathbb{R}^{n \times n}$  – R-factor
2. Set  $k = \|\mathbf{b}_1\|$  – a bound
3. Let  $\mathbf{x} \in \mathbb{Z}^n$  be the coefficient vector of  $\mathbf{b} = B\mathbf{x}$ . Then

$$\|B\mathbf{x}\|^2 = \|R\mathbf{x}\|^2 = \left\| \left( \sum_{i=1}^n r_{1,i}x_i, \sum_{i=2}^n r_{2,i}x_i, \dots, r_{n,n}x_n \right) \right\|^2 = \sum_{j=1}^n \left( \sum_{i \geq j} r_{j,i}x_i \right)^2.$$

## Enumeration algorithm for SVP: main idea

**Idea:** enumerate all lattice vector within a ball of certain radius  $k$ .

1. INPUT: basis  $B = QR$ ,  $R \in \mathbb{R}^{n \times n}$  – R-factor
2. Set  $k = \|\mathbf{b}_1\|$  – a bound
3. Let  $\mathbf{x} \in \mathbb{Z}^n$  be the coefficient vector of  $\mathbf{b} = B\mathbf{x}$ . Then

$$\|B\mathbf{x}\|^2 = \|R\mathbf{x}\|^2 = \left\| \left( \sum_{i=1}^n r_{1,i}x_i, \sum_{i=2}^n r_{2,i}x_i, \dots, r_{n,n}x_n \right) \right\|^2 = \sum_{j=1}^n \left( \sum_{i \geq j} r_{j,i}x_i \right)^2.$$

We are going to enumerate  $x_i$ 's for  $i = n, \dots, 1$ , keeping the value  $\sum_{j=1}^n \left( \sum_{i \geq j} r_{j,i}x_i \right)^2$  bounded.

## Enumeration algorithm for SVP

$x_n$



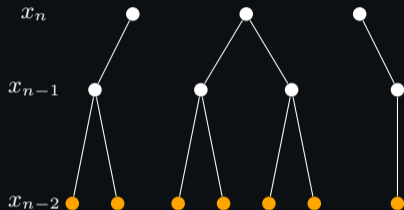
1. Take all  $x_n \in \mathbb{Z}$  s.t.  $|x_n| < \frac{k}{r_{n,n}}$ .

## Enumeration algorithm for SVP



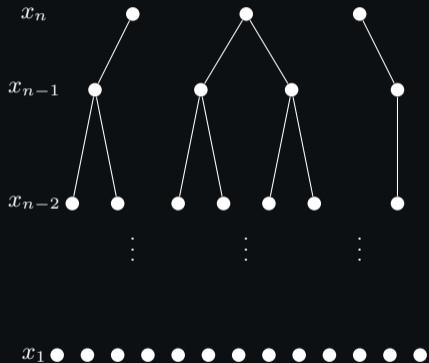
1. Take all  $x_n \in \mathbb{Z}$  s.t.  $|x_n| < \frac{k}{r_{n,n}}$ .
2. Fix  $x_n$ . Take all  $x_{n-1} \in \mathbb{Z}$  s.t.  
$$\left| x_{n-1} + \frac{r_{n-1,n}}{r_{n-1,n-1}} x_n \right| < \left( \frac{k^2 - (r_{n,n} x_n)^2}{r_{n-1,n-1}} \right)^{1/2}$$

## Enumeration algorithm for SVP



1. Take all  $x_n \in \mathbb{Z}$  s.t.  $|x_n| < \frac{k}{r_{n,n}}$ .
2. Fix  $x_n$ . Take all  $x_{n-1} \in \mathbb{Z}$  s.t.  
$$\left| x_{n-1} + \frac{r_{n-1,n}}{r_{n-1,n-1}} x_n \right| < \left( \frac{k^2 - (r_{n,n} x_n)^2}{r_{n-1,n-1}} \right)^{1/2}$$
3. For fixed  $x_n, x_{n-1}$ , take all 'legitimate'  $x_{n-2} \in \mathbb{Z}$

## Enumeration algorithm for SVP



1. Take all  $x_n \in \mathbb{Z}$  s.t.  $|x_n| < \frac{k}{r_{n,n}}$ .
2. Fix  $x_n$ . Take all  $x_{n-1} \in \mathbb{Z}$  s.t.  
$$\left| x_{n-1} + \frac{r_{n-1,n}}{r_{n-1,n-1}} x_n \right| < \left( \frac{k^2 - (r_{n,n} x_n)^2}{r_{n-1,n-1}} \right)^{1/2}$$
3. For fixed  $x_n, x_{n-1}$ , take all 'legitimate'  $x_{n-2} \in \mathbb{Z}$
4. Continue all the way to  $x_1$ 's.



### Theorem

*The size of the enumeration tree of the above algorithm that receives on input an LLL-reduced basis  $B$  of an  $n$ -dimensional lattice is  $2^{(n^2)}$ . It can be traversed using  $\text{poly}(n)$  memory.*

A proof to be shown in TD.

One can tweak the algorithm by making the smallest  $r_{i,i}$ 's larger. This gives the enumeration tree to the size  $2^{\frac{n \log n}{2e} + o(n)}$ , [Kan83, HanSte07]

Part III

## Sieving



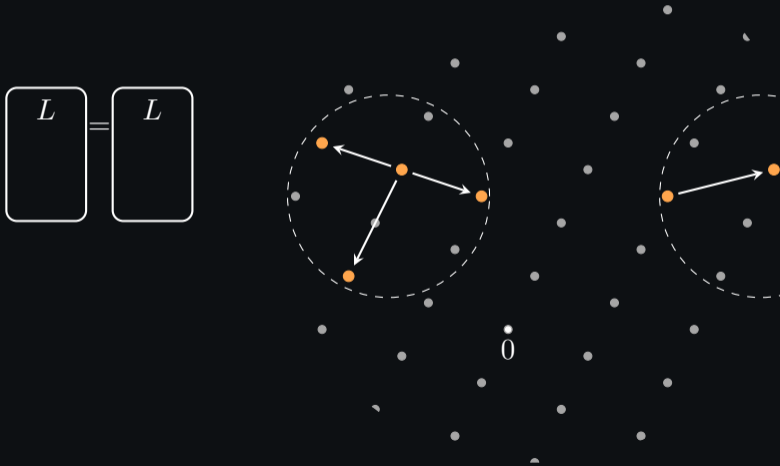
## Basic 2-Sieve (Nguyen-Vidick sieve)

Main idea in all sieving algorithms: **saturate** space with enough lattice vectors so that their sums give short(er) vectors



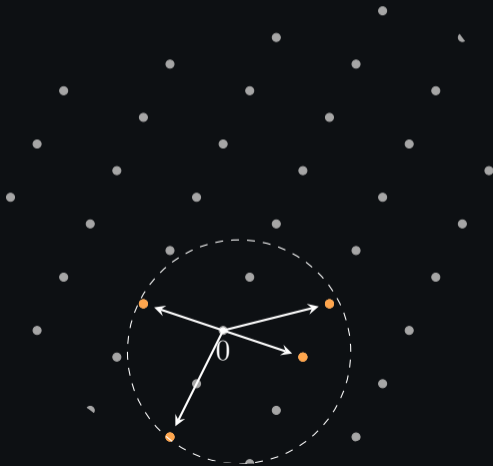
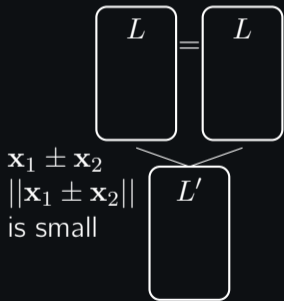
## Basic 2-Sieve (Nguyen-Vidick sieve)

Main idea in all sieving algorithms: **saturate** space with enough lattice vectors so that their sums give short(er) vectors



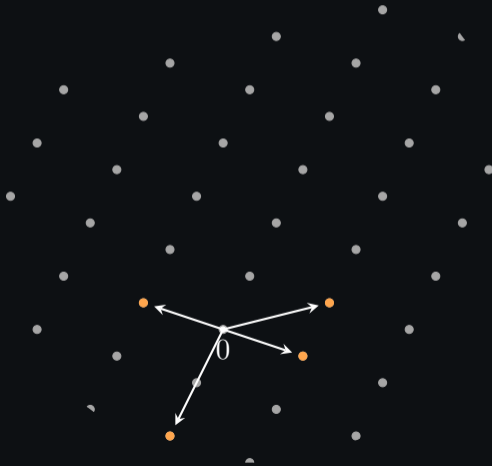
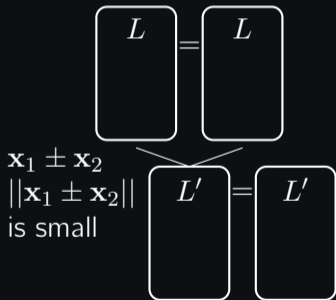
## Basic 2-Sieve (Nguyen-Vidick sieve)

Main idea in all sieving algorithms: **saturate** space with enough lattice vectors so that their sums give short(er) vectors



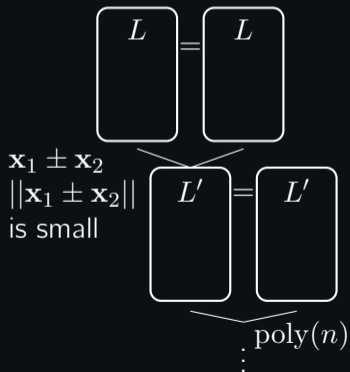
## Basic 2-Sieve (Nguyen-Vidick sieve)

Main idea in all sieving algorithms: **saturate** space with enough lattice vectors so that their sums give short(er) vectors



## Basic 2-Sieve (Nguyen-Vidick sieve)

Main idea in all sieving algorithms: **saturate** space with enough lattice vectors so that their sums give short(er) vectors

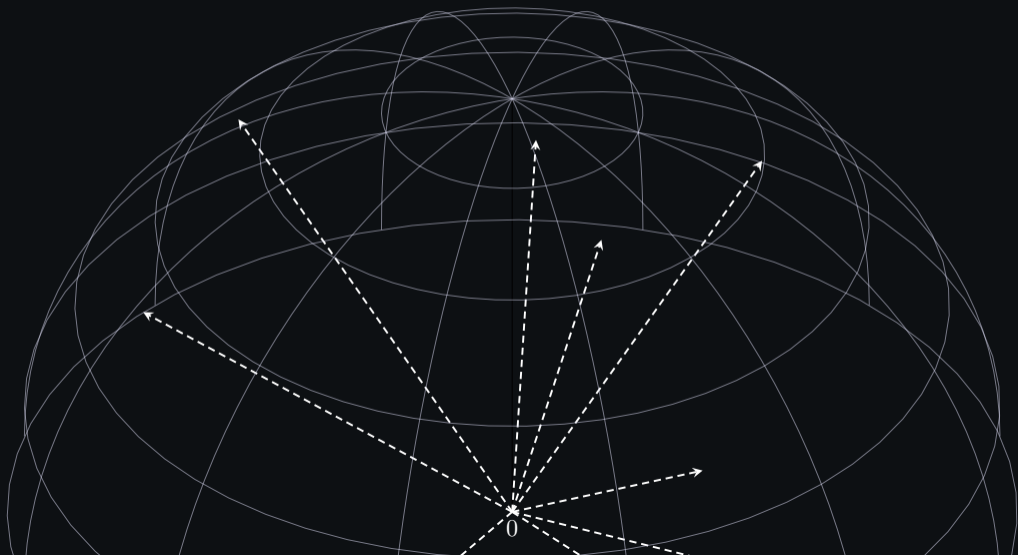






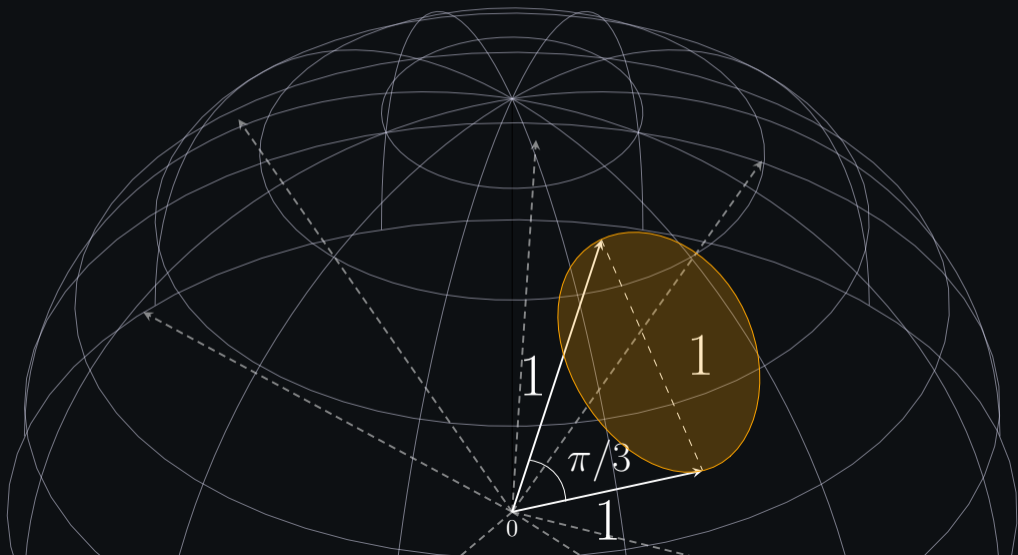
How large  $|L|$  should be?

Assumption: vectors (normalized) in  $|L|$  are uniform iid on  $S^{n-1}$ .



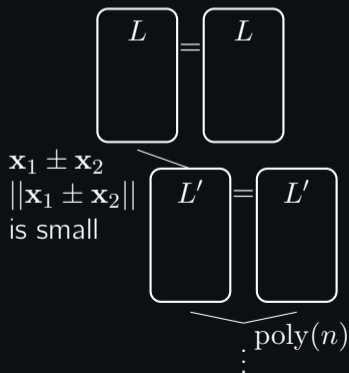
How large  $|L|$  should be?

Assumption: vectors (normalized) in  $|L|$  are uniform iid on  $S^{n-1}$ .



## Basic 2-Sieve (Nguyen-Vidick sieve)

Main idea in all sieving algorithms: **saturate** space with enough lattice vectors so that their sums give short(er) vectors



$$|L| = \left( \sqrt{\frac{3}{4}} \right)^{-n} = 2^{0.2075n}$$

$$T_{(2\text{-Sieve})} = |L|^2 = 2^{0.415n}$$

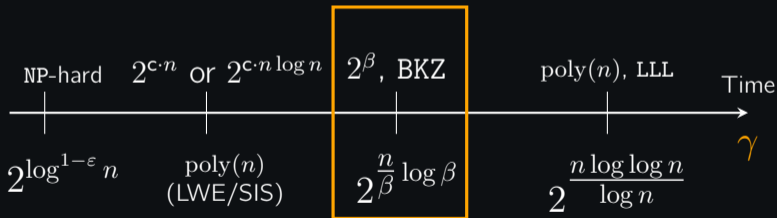
## SVP: conclusions

- Best known SVP algorithm require at least exponential (in lattice dimension) time
- We do not know how to use the additional structure to significantly speed up SVP algorithms for algebraic lattices

## Open questions

- SVP in  $l_\infty$  norm, algebraic SVP
- Precise complexity of SVP taking into account memory costs
- Quantum speed ups for SVP/LWE/SIS?

## Block Korkine-Zolotarev (BKZ) algorithm

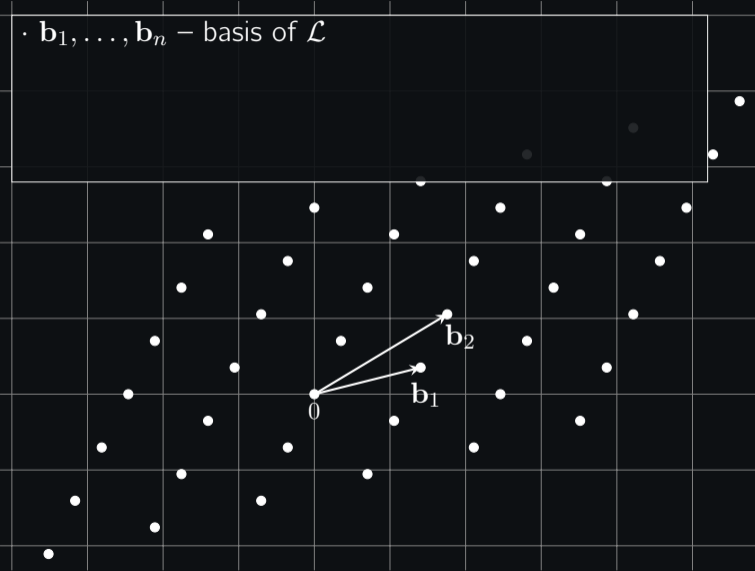


## Small improvement at a time

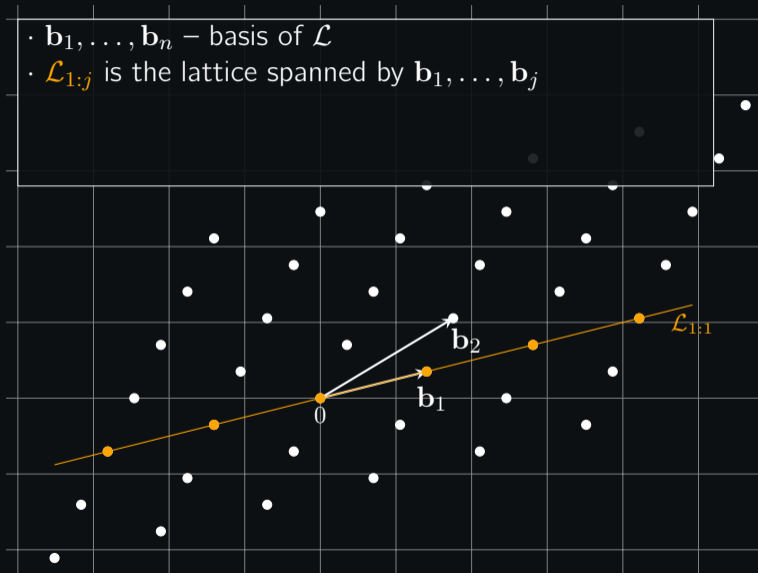
- We never call an SVP oracle on a non-preprocessed basis
- Having a “better quality” basis of  $\mathcal{L}$  is beneficial for most (all?) algorithms
- We try to gradually improve the “quality” of a basis

Quality - length of Gram-Schmidt vectors

# Projected lattice



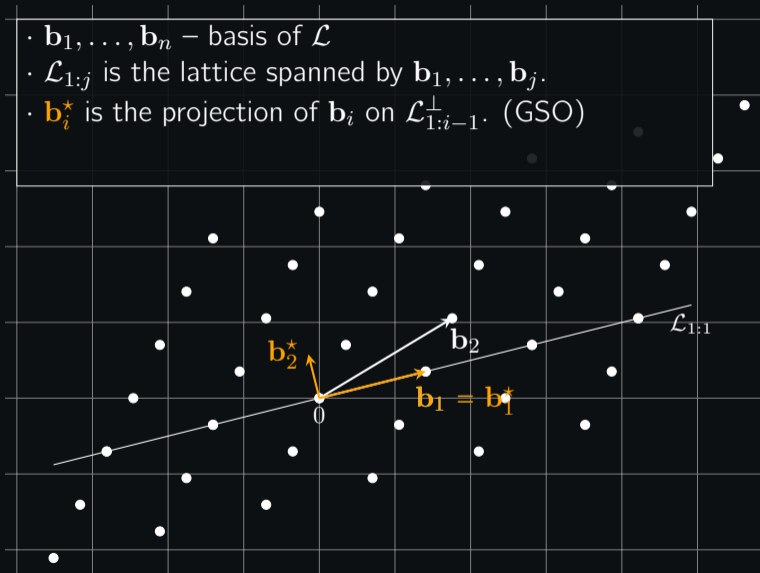
## Projected lattice





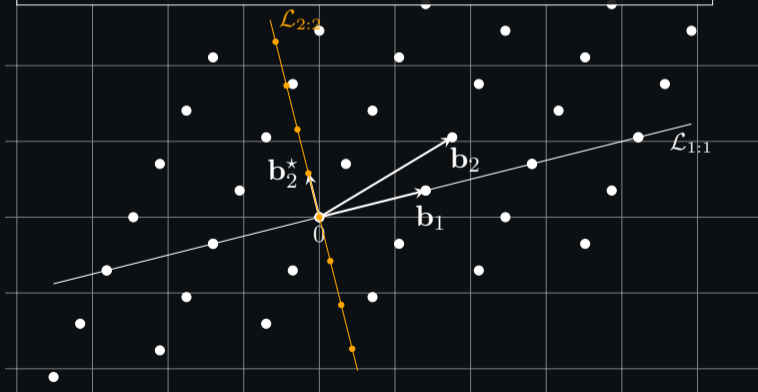
## Projected lattice

- $\mathbf{b}_1, \dots, \mathbf{b}_n$  – basis of  $\mathcal{L}$
- $\mathcal{L}_{1:j}$  is the lattice spanned by  $\mathbf{b}_1, \dots, \mathbf{b}_j$ .
- $\mathbf{b}_i^*$  is the projection of  $\mathbf{b}_i$  on  $\mathcal{L}_{1:i-1}^\perp$ . (GSO)



## Projected lattice

- $\mathbf{b}_1, \dots, \mathbf{b}_n$  – basis of  $\mathcal{L}$
- $\mathcal{L}_{1:j}$  is the lattice spanned by  $\mathbf{b}_1, \dots, \mathbf{b}_j$ .
- $\mathbf{b}_i^*$  is the projection of  $\mathbf{b}_i$  on  $\mathcal{L}_{1:i-1}^\perp$  (GSO)
- $\mathcal{L}_{i:j}$  is the orthogonal projection of  $\mathcal{L}_{1:j}$  on  $\mathcal{L}_{1:i-1}^\perp$ .



## BKZ (simplified)

Notation:  $\mathcal{L}_{[\ell; r]}$  - orthogonal projection of  $\mathcal{L}_{1:r}$  on  $\mathcal{L}_{1:\ell-1}^\perp$

Input:  $B = (\mathbf{b}_i), \beta$

for  $k = 2 \dots n - 1$  do

$\mathbf{b} \leftarrow \text{SVP}(\mathcal{L}_{[k; \min\{k+\beta-1, n\}]})$

end for

if  $\mathbf{b}$  is “short enough” then

    Insert  $\mathbf{b}$  into  $B$

    Remove lin. dependencies

end if

$$\begin{pmatrix} | & | & | & & | & | & & | \\ \mathbf{b}_1 & \mathbf{b}_2 & \mathbf{b}_3 & \dots & \mathbf{b}_\beta & \mathbf{b}_{\beta+1} & \dots & \mathbf{b}_n \\ | & | & | & & | & | & & | \end{pmatrix}$$

## BKZ (simplified)

Notation:  $\mathcal{L}_{[\ell; r]}$  - orthogonal projection of  $\mathcal{L}_{1:r}$  on  $\mathcal{L}_{1:\ell-1}^\perp$

Input:  $B = (\mathbf{b}_i), \beta$

for  $k = 2$  do

$\mathbf{b} \leftarrow \text{SVP}(\mathcal{L}_{[2; \min\{\beta+1, n\}]})$

end for

if  $\mathbf{b}$  is “short enough” then

    Insert  $\mathbf{b}$  into  $B$

    Remove lin. dependencies

end if

$$\underbrace{\begin{pmatrix} | & | & | & & | & | & & | \\ \mathbf{b}_1 & \mathbf{b}_2 & \mathbf{b}_3 & \dots & \mathbf{b}_\beta & \mathbf{b}_{\beta+1} & \dots & \mathbf{b}_n \\ | & | & | & & | & | & & | \end{pmatrix}}_{\text{SVP}}$$

- BKZ runs this FOR-loop while there has been a change in the basis
- one run of this FOR-loop is called a **tour**

## BKZ (simplified)

Notation:  $\mathcal{L}_{[\ell; r]}$  - orthogonal projection of  $\mathcal{L}_{1:r}$  on  $\mathcal{L}_{1:\ell-1}^\perp$

Input:  $B = (\mathbf{b}_i), \beta$

for  $k = 3$  do

$\mathbf{b} \leftarrow \text{SVP}(\mathcal{L}_{[3; \min\{\beta+2, n\}]})$

end for

if  $\mathbf{b}$  is “short enough” then

    Insert  $\mathbf{b}$  into  $B$

    Remove lin. dependencies

end if

$$\left( \begin{array}{cccccccc} | & | & | & & | & | & & | \\ \mathbf{b}_1 & \mathbf{b}_2 & \mathbf{b}_3 & \dots & \mathbf{b}_\beta & \mathbf{b}_{\beta+1} & \dots & \mathbf{b}_n \\ | & | & | & & | & | & & | \end{array} \right)$$

SVP

- BKZ runs this FOR-loop while there has been a change in the basis
- one run of this FOR-loop is called a **tour**

## BKZ (simplified)

Notation:  $\mathcal{L}_{[\ell; r]}$  - orthogonal projection of  $\mathcal{L}_{1:r}$  on  $\mathcal{L}_{1:\ell-1}^\perp$

Input:  $B = (\mathbf{b}_i), \beta$

for  $k = 4$  do

$\mathbf{b} \leftarrow \text{SVP}(\mathcal{L}_{[4; \min\{\beta+3, n\}]})$

end for

if  $\mathbf{b}$  is “short enough” then

    Insert  $\mathbf{b}$  into  $B$

    Remove lin. dependencies

end if

$$\left( \begin{array}{cccccccc} | & | & | & & | & | & & | \\ \mathbf{b}_1 & \mathbf{b}_2 & \mathbf{b}_3 & \dots & \mathbf{b}_\beta & \mathbf{b}_{\beta+1} & \dots & \mathbf{b}_n \\ | & | & | & & | & | & & | \end{array} \right)$$

⏟  
SVP

- BKZ runs this FOR-loop while there has been a change in the basis
- one run of this FOR-loop is called a **tour**

## BKZ (simplified)

Notation:  $\mathcal{L}_{[\ell; r]}$  - orthogonal projection of  $\mathcal{L}_{1:r}$  on  $\mathcal{L}_{1:\ell-1}^\perp$

Input:  $B = (\mathbf{b}_i), \beta$

for  $k = 1 \dots n - 1$  do

$\mathbf{b} \leftarrow \text{SVP}(\mathcal{L}_{[k; \min\{k+\beta-1, n\}]})$

end for

if  $\mathbf{b}$  is “short enough” then

    Insert  $\mathbf{b}$  into  $B$

    Remove lin. dependencies

end if

$$\left( \begin{array}{cccccccc} | & | & | & & | & | & & | \\ \mathbf{b}_1 & \mathbf{b}_2 & \mathbf{b}_3 & \dots & \mathbf{b}_\beta & \mathbf{b}_{\beta+1} & \dots & \mathbf{b}_n \\ | & | & | & & | & | & & | \end{array} \right)$$

⏟  
SVP

- BKZ runs this FOR-loop while there has been a change in the basis
- one run of this FOR-loop is called a **tour**

## BKZ: Output Quality and Runtime

- The running time of the algorithm is dominated by the SVP calls if we bound the number of tours by  $\text{poly}(n)$ .
- This leads to the complexity  $2^{\mathcal{O}(\beta)}$  when sieving is used for SVP and  $2^{\mathcal{O}(\beta \log \beta)}$ . Question: memory?
- The approximation factor achieved by BKZ is (see TD):

$$\|\mathbf{b}_1\| \leq \beta^{\frac{n-1}{\beta-1}} \lambda_1(L).$$



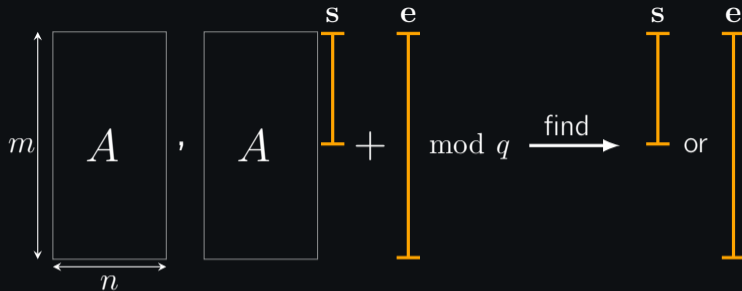
Time to show the demo...

TODO

Part V

## Solving LWE with BKZ

## LWE is BDD



- $A$  defines the Construction-A lattice

$$\mathcal{L}_q(A) = A\mathbb{Z}_q^n + q\mathbb{Z}^m$$

- W.h.p.,  $\mathcal{L}_q(A)$  is of dim.  $m$  and  $\det(\mathcal{L}_q(A)) = q^{m-n}$ .
- $As + e \text{ mod } q$  is a point near  $\mathcal{L}_q(A)$  at distance  $\Theta(\sqrt{m}\alpha q)$
- $(A, As + e)$  is a **BDD** instance on  $\mathcal{L}_q(A)$  with  $\gamma = \frac{q^{1-n/m}}{\alpha q}$

## How do we solve BDD? Use an approxSVP algorithm! Kannan's Embedding

For a BDD instance  $(\mathcal{L}, \mathbf{t})$ , where  $B$  is a basis of  $\mathcal{L}$ , and  $c$  is a constant, let

$$B' = \begin{bmatrix} B & \mathbf{t} \\ \mathbf{0} & c \end{bmatrix}$$

- Columns of  $B'$  are linearly independent
- Let  $B\mathbf{x}$  be the solution
- For “properly” chosen  $c$  and  $\mathbf{t}$  - sufficiently close to  $\mathcal{L}$ ,

$$\begin{bmatrix} B & \mathbf{t} \\ \mathbf{0} & c \end{bmatrix} \cdot \begin{bmatrix} \mathbf{x} \\ -1 \end{bmatrix} = \begin{bmatrix} B\mathbf{x} - \mathbf{t} \\ -c \end{bmatrix}$$

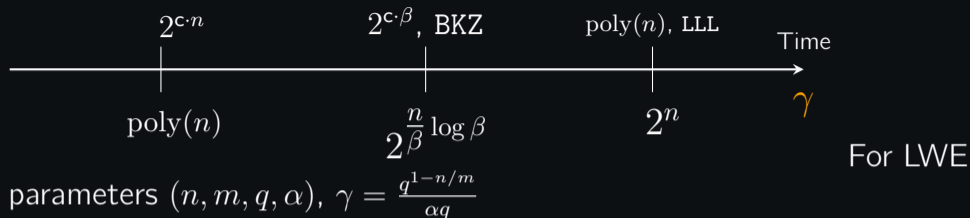
– is the shortest vector in  $\mathcal{L}(B')$  (much shorter than any other  $\mathbf{v} \in \mathcal{L}(B')$  non-parallel to it).



# Kannan's embedding in pictures



## Hardness of LWE



$$T(\text{LWE}) = \exp \left( c \cdot \frac{\lg q}{\lg^2 \alpha} \lg \left( \frac{n \lg q}{\lg^2 \alpha} \right) \cdot n \right),$$

where  $c$  is the constant in the exponent of SVP complexity, i.e.,  $T((\text{SVP}))^{2^{c\beta}}$ .

This complexity is obtained by solving for  $\beta$

$$2^{\frac{m}{\beta} \log \beta} = \frac{q^{1-n/m}}{\alpha q}$$

and choosing  $m = \Omega(n)$  that minimizes the solution.

## References

- [BDGL16] A. Becker, L. Ducas, N. Gama, T. Laarhoven. New directions in nearest neighbor searching with applications to lattice sieving.
- [FP83] U. Fincke and M. Pohst. A procedure for determining algebraic integers of given norm.
- [HS07] Guillaume Hanrot and Damien Stehlé. Improved analysis of Kannan's shortest lattice vector algorithm.
- [Kan83] Ravi Kannan. Improved algorithms for integer programming and related lattice problems.
- [Kan87] Ravi Kannan. Minkowski's convex body theorem and integer programming.
- [NV08] P. Nguyen, T. Vidick. Sieve algorithms for the shortest vector problem are practical.
- [S87] Claus-Peter Schnorr. A hierarchy of polynomial time lattice basis reduction algorithms.