

Sieving for shortest vectors in lattices using angular locality-sensitive hashing

Thijs Laarhoven

mail@thijs.com
<http://www.thijs.com/>

TU Darmstadt, Darmstadt, Germany
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Lattices

Enumeration algorithms

- Fincke-Pohst enumeration

- Kannan enumeration

- Pruning the enumeration tree

The Voronoi cell algorithm

Sieving algorithms

- Nguyen-Vidick sieve

- Multiple levels

Sieving using locality-sensitive hashing

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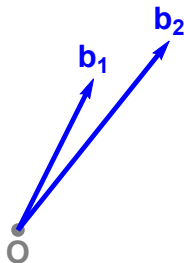
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What is a lattice?



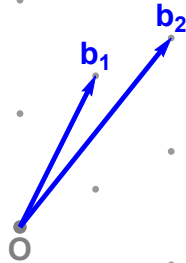
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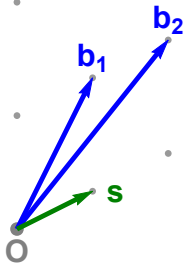
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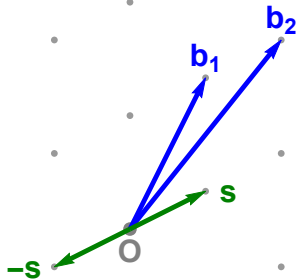
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Shortest Vector Problem (SVP)



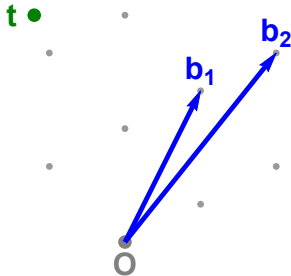
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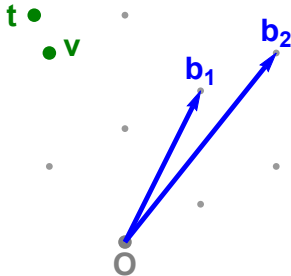
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Closest Vector Problem (CVP)



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Lattices

Applications

- “Constructive cryptography”: Lattice-based cryptosystems
 - ▶ Based on hard lattice problems (SVP, CVP)
 - ▶ NTRU cryptosystem [HPS98]
 - ▶ Fully Homomorphic Encryption [Gen09]
 - ▶ Worst-case to average-case reductions [Ajt96]
 - ▶ Candidate for post-quantum cryptography

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 - ▶ Attack knapsack-based cryptosystems [Sha82, LO85]
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How hard are hard lattice problems such as SVP?

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Overview

Studied since the '80s [Poh81, Kan83, FP85, ..., GNR10, MW14]

Procedure:

1. Determine possible coefficients of $\mathbf{b}_n$

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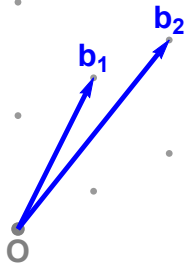
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Recursive: Reduces SVP_n (CVP_n) to several instances of CVP_{n-1}

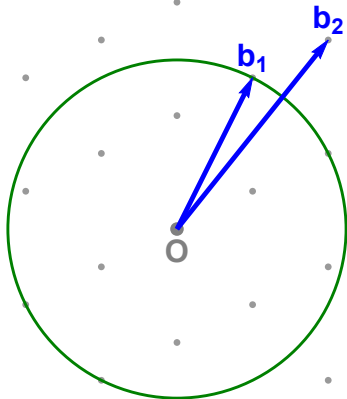
Fincke-Pohst enumeration

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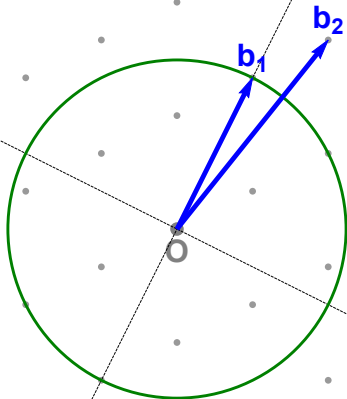
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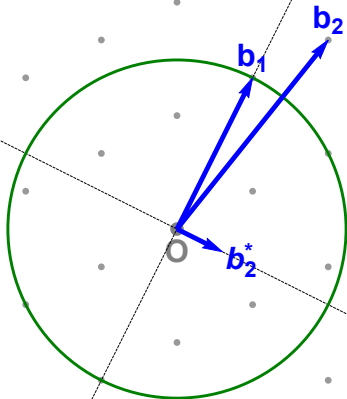
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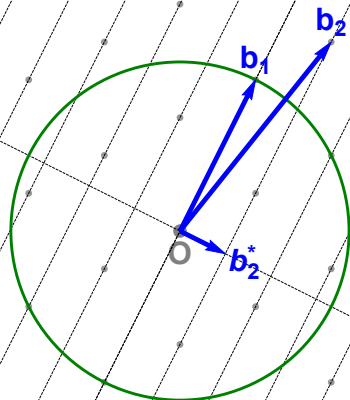
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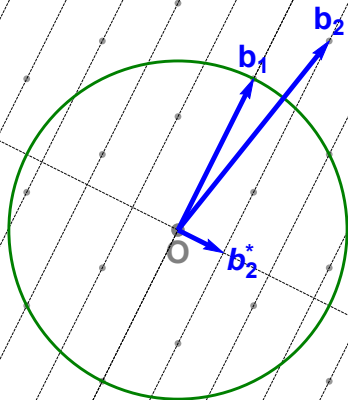
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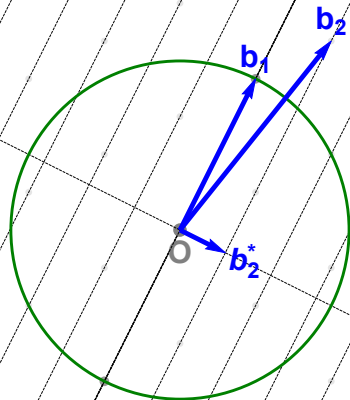
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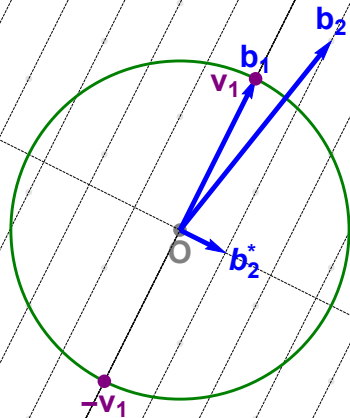
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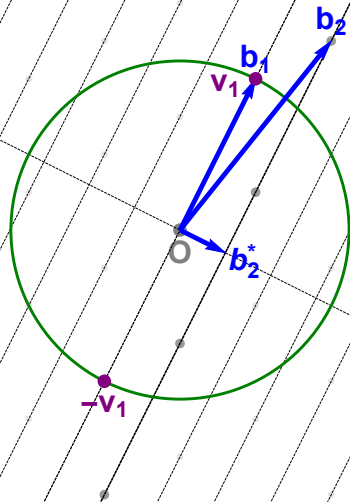
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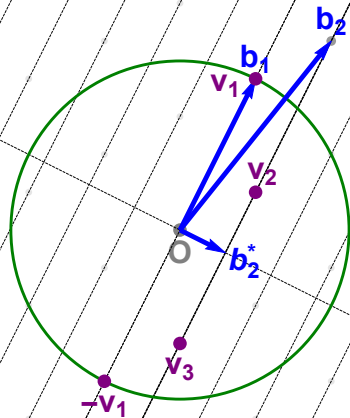
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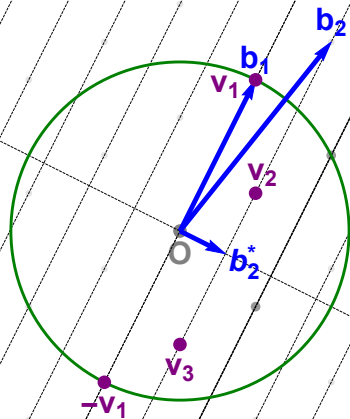
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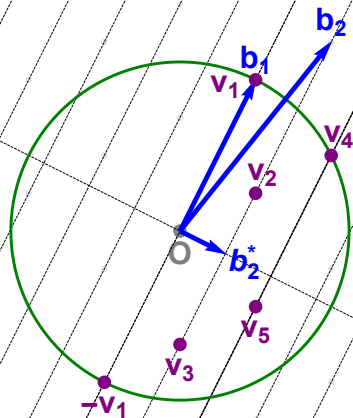
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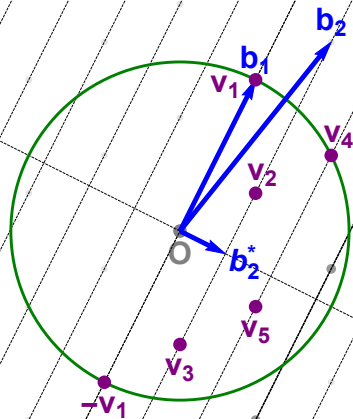
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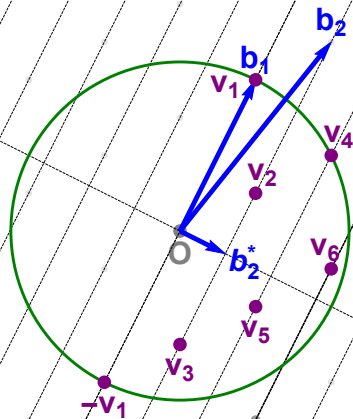
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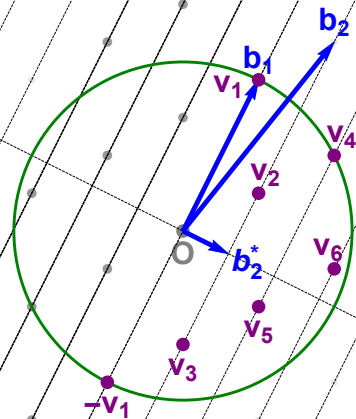
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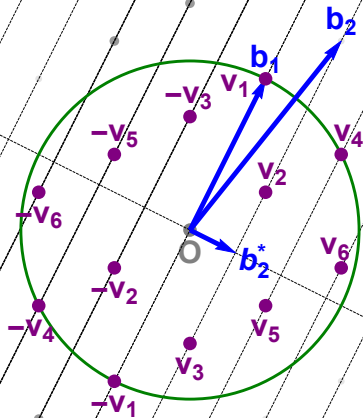
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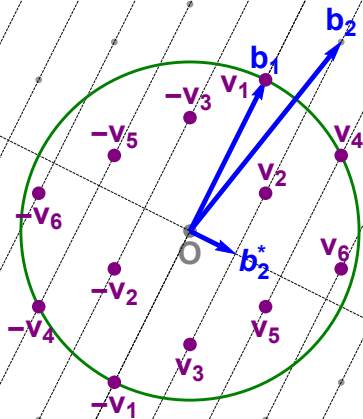
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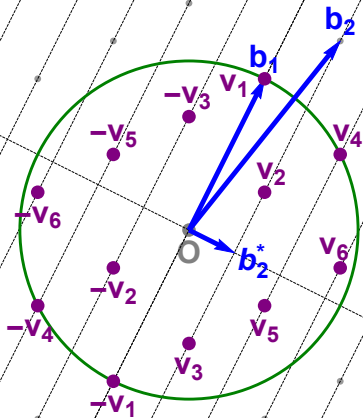
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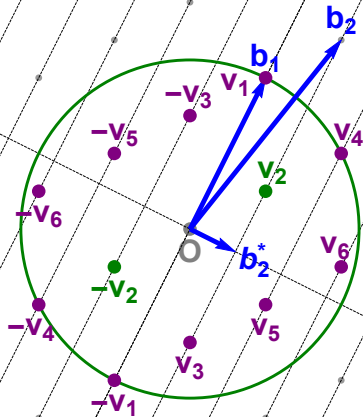
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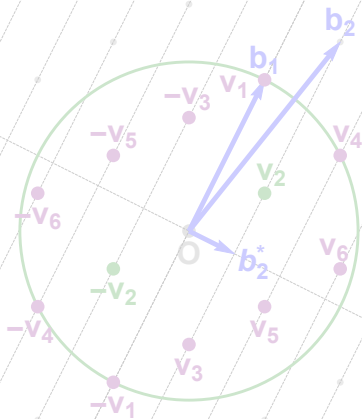
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Fincke-Pohst enumeration

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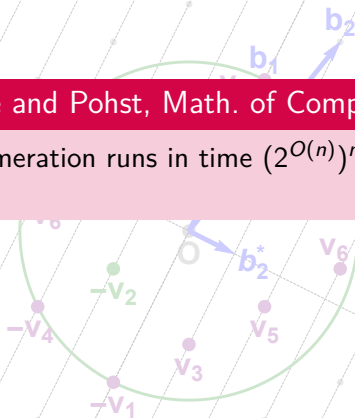


Fincke-Pohst enumeration

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Theorem (Fincke and Pohst, Math. of Comp. '85)

Fincke-Pohst enumeration runs in time $(2^{O(n)})^n = 2^{O(n^2)}$ and space $\text{poly}(n)$.



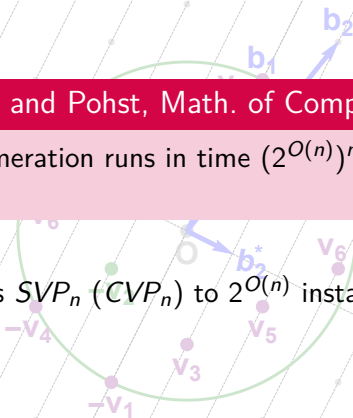
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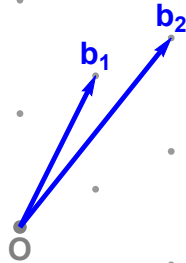
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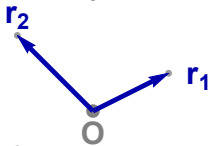
Kannan enumeration

Better bases



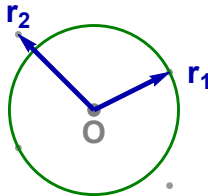
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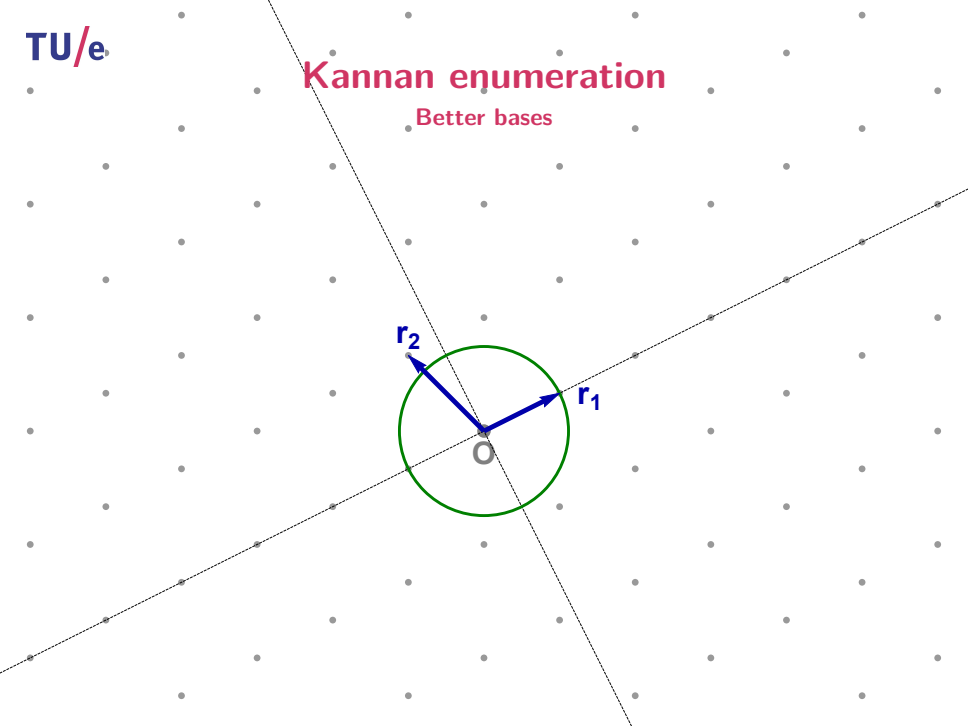
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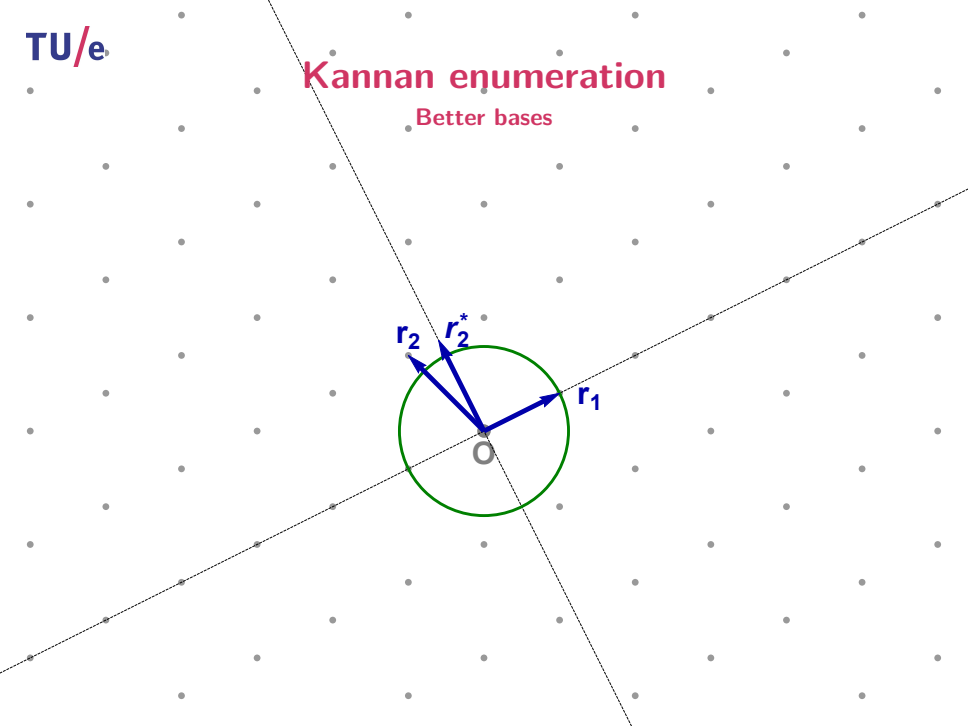
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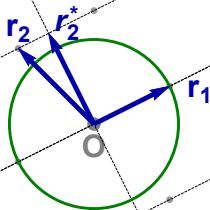
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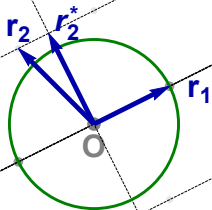
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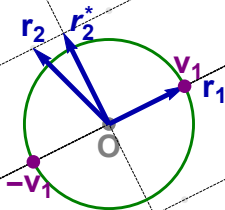
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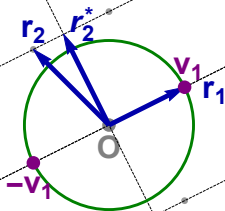
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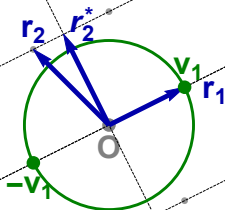
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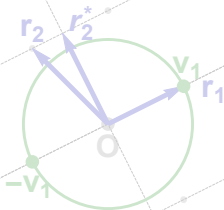
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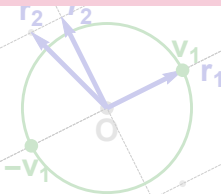


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Theorem (Kannan, STOC'83)

Kannan enumeration runs in time $2^{O(n \log n)}$ and space $\text{poly}(n)$.

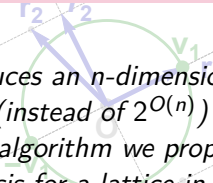


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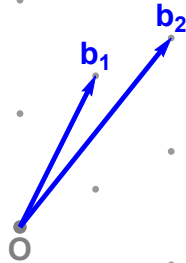


“Our algorithm reduces an n -dimensional problem to polynomially many (instead of $2^{O(n)}$) $(n - 1)$ -dimensional problems. [...] The algorithm we propose, first finds a more orthogonal basis for a lattice in time $2^{O(n \log n)}$.”

– Kannan, STOC'83

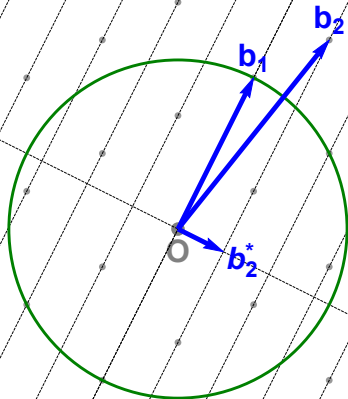
Pruned enumeration

Reducing the search space



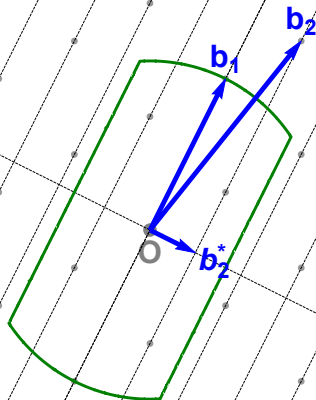
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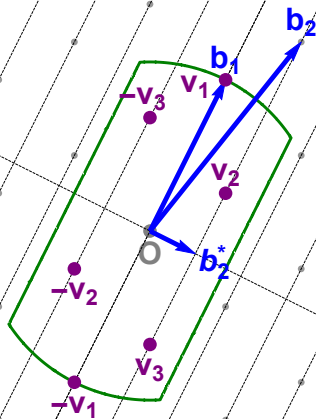
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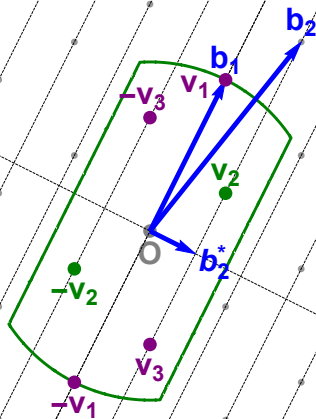
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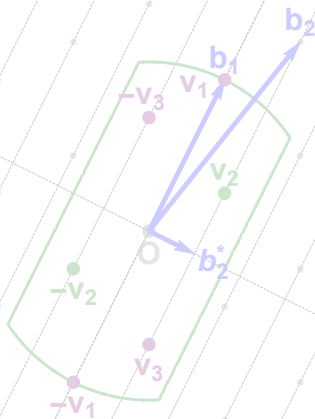
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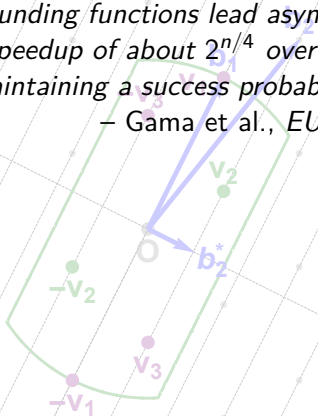


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"Well-chosen bounding functions lead asymptotically to an exponential speedup of about $2^{n/4}$ over basic enumeration, maintaining a success probability $\geq 95\%$."

– Gama et al., *EUROCRYPT'10*



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"With extreme pruning, the probability of finding the desired vector is actually rather low (say, 0.1%), but surprisingly, the running time of the enumeration is reduced by a much more significant factor (say, much more than 1000)."

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Very recent algorithm [MV10]

Procedure:

1. Construct the Voronoi cell of the lattice $\mathcal{L}$

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 - ▶ Consider all vectors $\mathbf{t} \in \{0, 1\}^n \cdot B$
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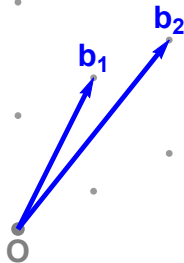
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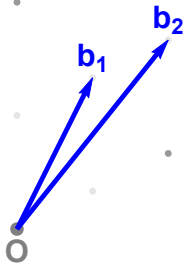
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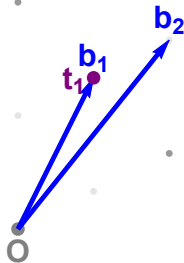
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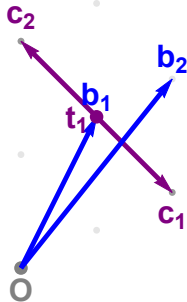
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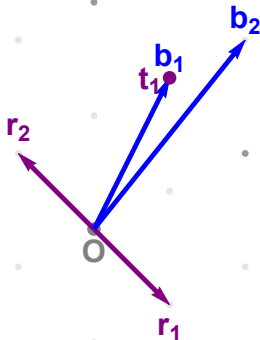
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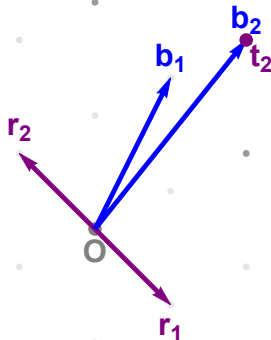
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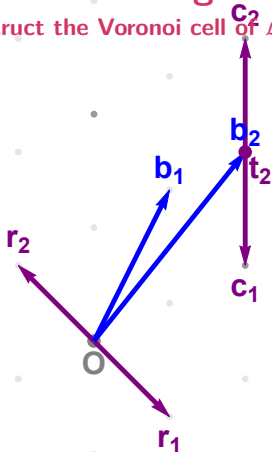
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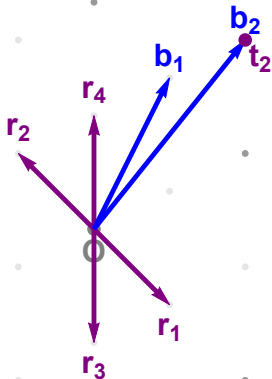
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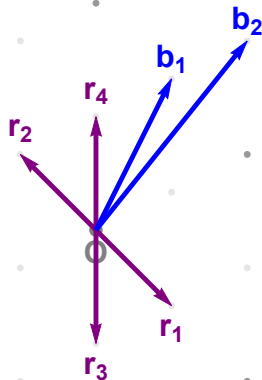
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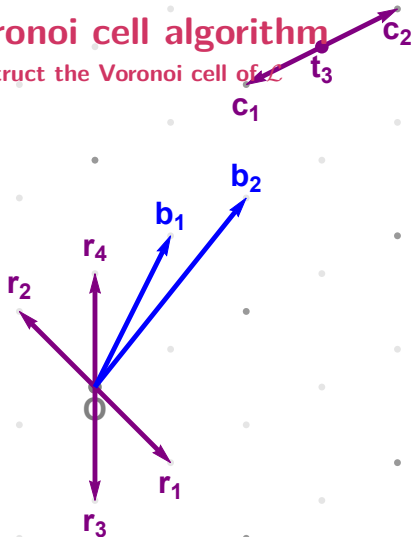
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t_3



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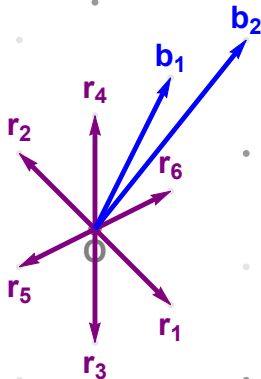
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The Voronoi cell algorithm

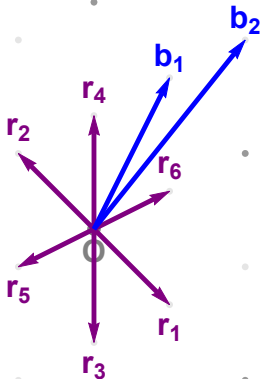
1. Construct the Voronoi cell of $\mathcal{L}$

t_3



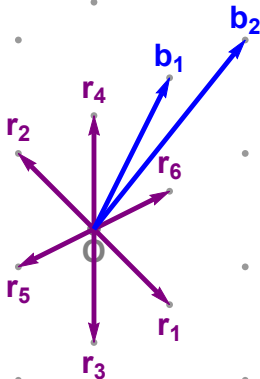
The Voronoi cell algorithm

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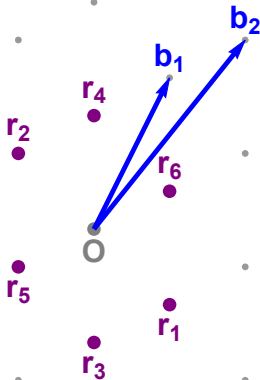
The Voronoi cell algorithm

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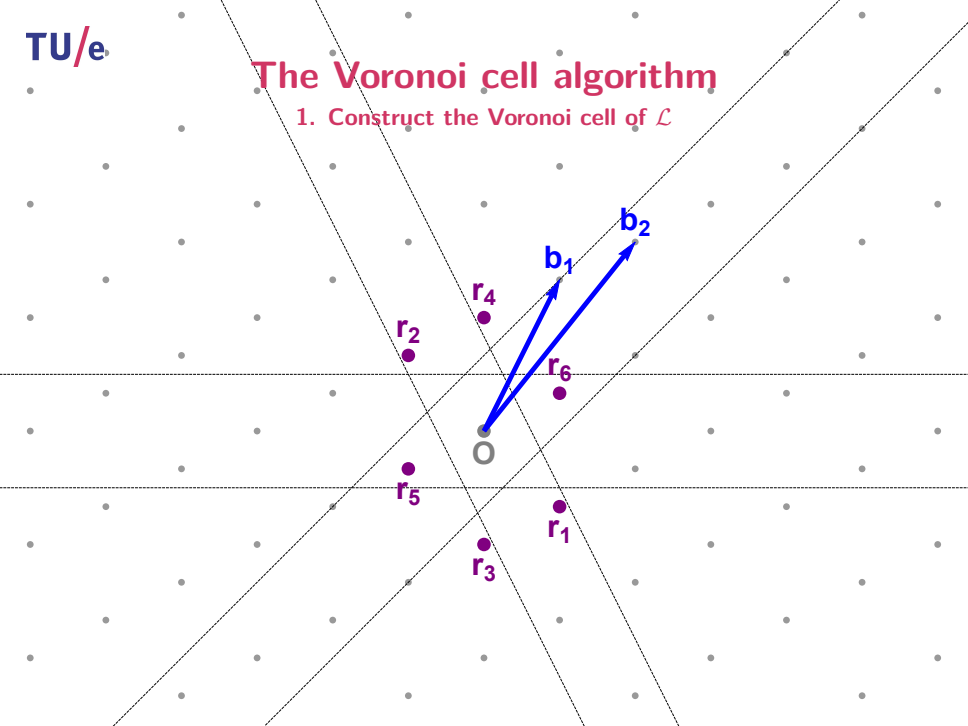
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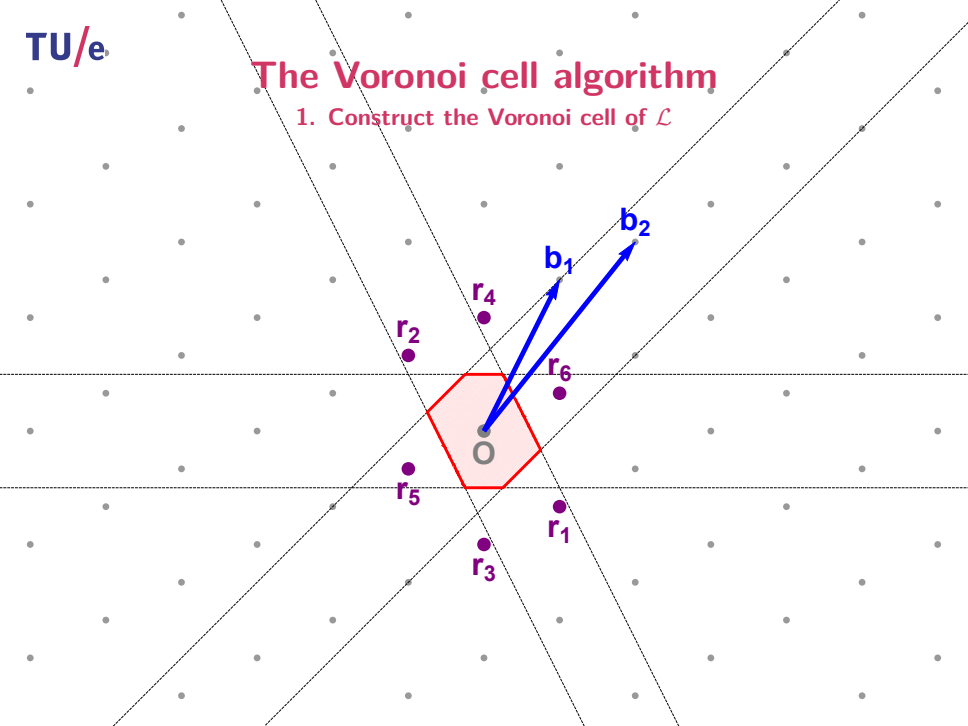
The Voronoi cell algorithm

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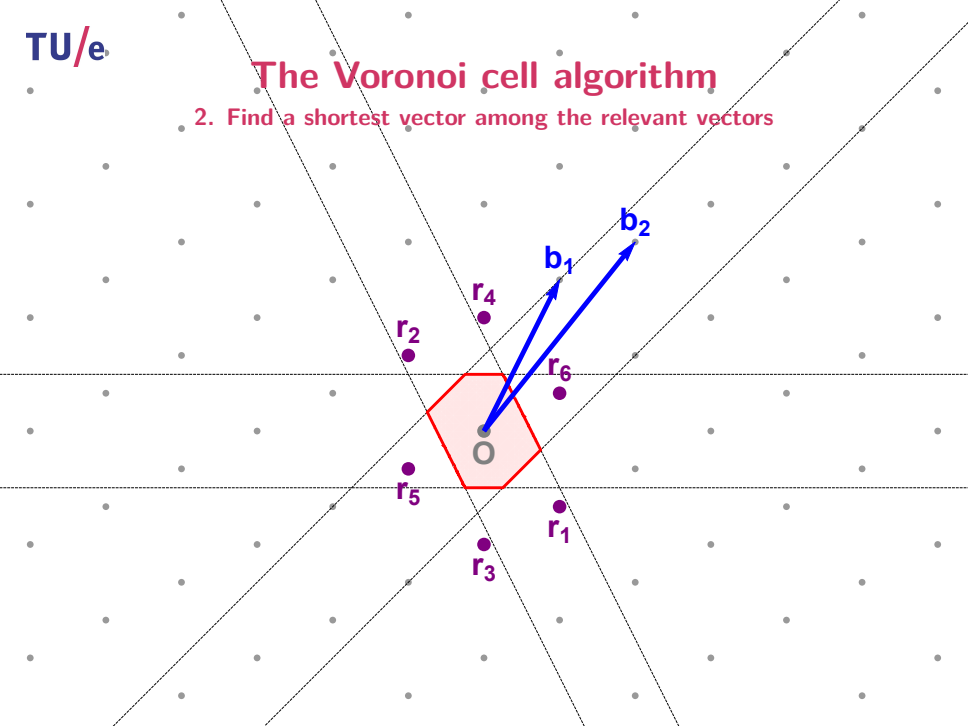
The Voronoi cell algorithm

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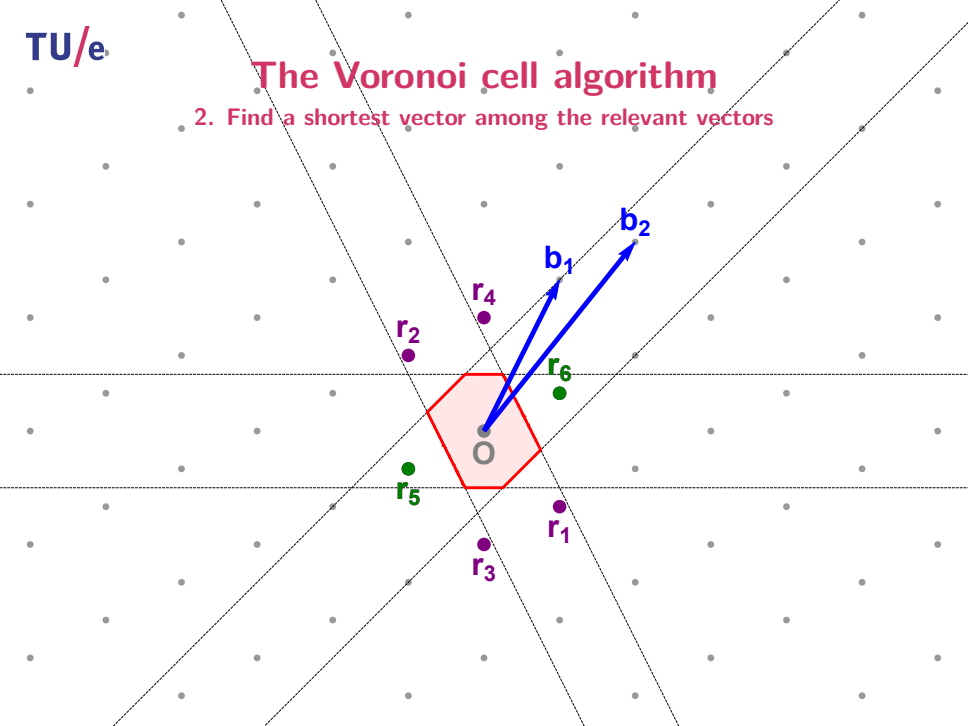
The Voronoi cell algorithm

2. Find a shortest vector among the relevant vectors



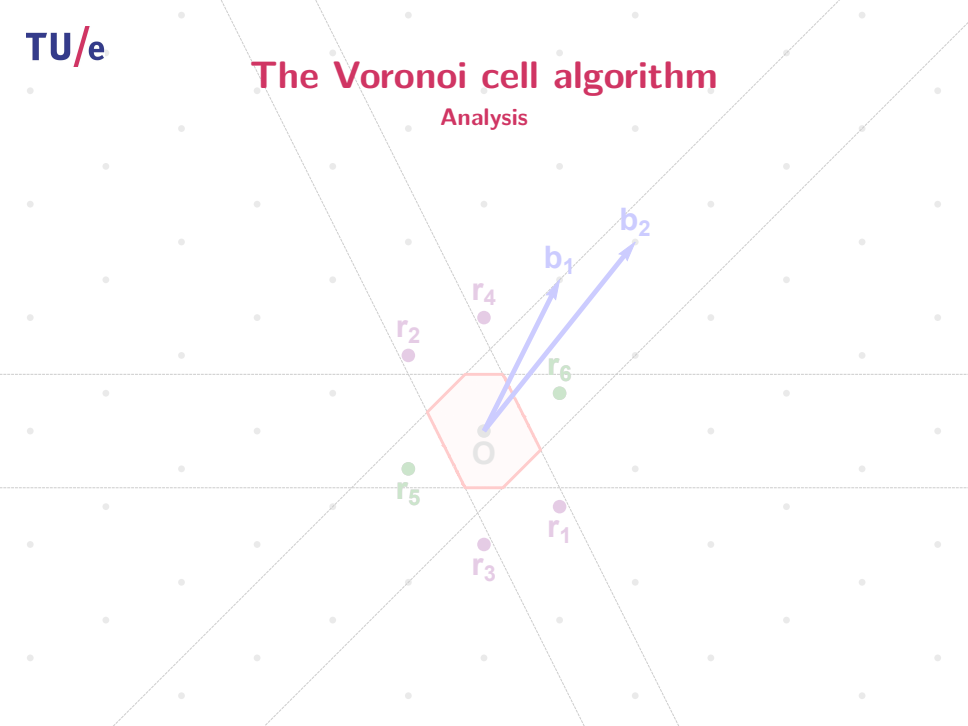
The Voronoi cell algorithm

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The Voronoi cell algorithm

Analysis

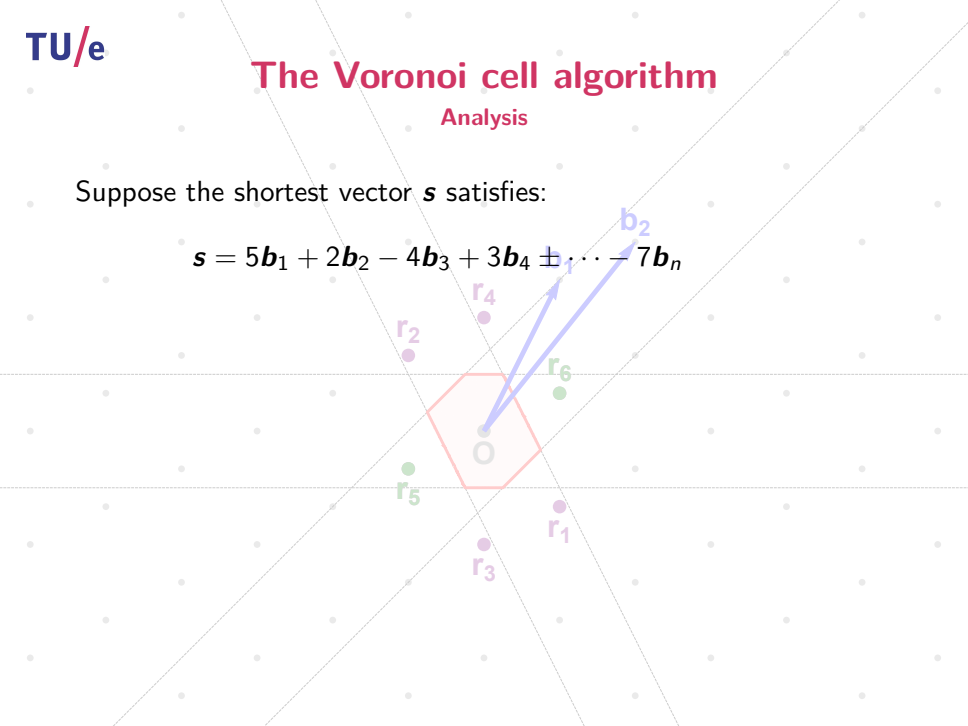


The Voronoi cell algorithm

Analysis

Suppose the shortest vector $\mathbf{s}$ satisfies:

$$\mathbf{s} = 5\mathbf{b}_1 + 2\mathbf{b}_2 - 4\mathbf{b}_3 + 3\mathbf{b}_4 \pm \dots - 7\mathbf{b}_n$$



The Voronoi cell algorithm

Analysis

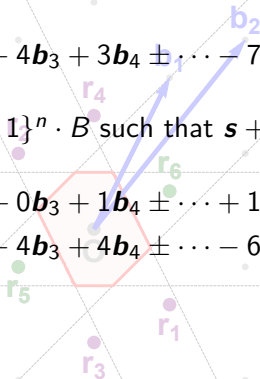
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Choose the vector $\mathbf{t} \in \{0, 1\}^n \cdot B$ such that $\mathbf{s} + \mathbf{t} \in 2\mathcal{L}$:

$$\mathbf{t} = 1\mathbf{b}_1 + 0\mathbf{b}_2 + 0\mathbf{b}_3 + 1\mathbf{b}_4 \pm \dots + 1\mathbf{b}_n$$

$$\mathbf{s} + \mathbf{t} = 6\mathbf{b}_1 + 2\mathbf{b}_2 - 4\mathbf{b}_3 + 4\mathbf{b}_4 \pm \dots - 6\mathbf{b}_n \quad (\in 2\mathcal{L})$$



The Voronoi cell algorithm

Analysis

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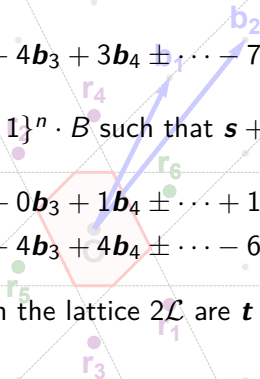
$$\mathbf{s} = 5\mathbf{b}_1 + 2\mathbf{b}_2 - 4\mathbf{b}_3 + 3\mathbf{b}_4 \pm \dots - 7\mathbf{b}_n$$

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The vectors closest to $\mathbf{t}$ in the lattice $2\mathcal{L}$ are $\mathbf{t} \pm \mathbf{s}$.



The Voronoi cell algorithm

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The vectors closest to $\mathbf{t}$ in the lattice $2\mathcal{L}$ are $\mathbf{t} \pm \mathbf{s}$.

Theorem (Micciancio and Voulgaris, SODA'10)

The Voronoi cell algorithm runs in time $2^{2n+o(n)}$ and space $2^{n+o(n)}$.

Outline

Lattices

Enumeration algorithms

- Fincke-Pohst enumeration

- Kannan enumeration

- Pruning the enumeration tree

The Voronoi cell algorithm

Sieving algorithms

- Nguyen-Vidick sieve

- Multiple levels

Sieving using locality-sensitive hashing

- Nguyen-Vidick sieve

Sieving

Studied since 2001 [AKS01, Reg04, NV08, ..., ZPH13, BGJ14]

1. Generate a long list L of random lattice vectors

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2. Split L into two sets C (centers) and R (rest):
 - ▶ Set $C = \emptyset$ and $R = \emptyset$
 - ▶ For each $\mathbf{v} \in L$, find the closest $\mathbf{c} \in C$
 - ▶ If $\|\mathbf{v} - \mathbf{c}\|$ is “large”, add $\mathbf{v}$ to C
 - ▶ If $\|\mathbf{v} - \mathbf{c}\|$ is “small”, add $\mathbf{v} - \mathbf{c}$ to R

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3. Set $L \leftarrow R$ and repeat until L contains a shortest vector

Nguyen-Vidick sieve

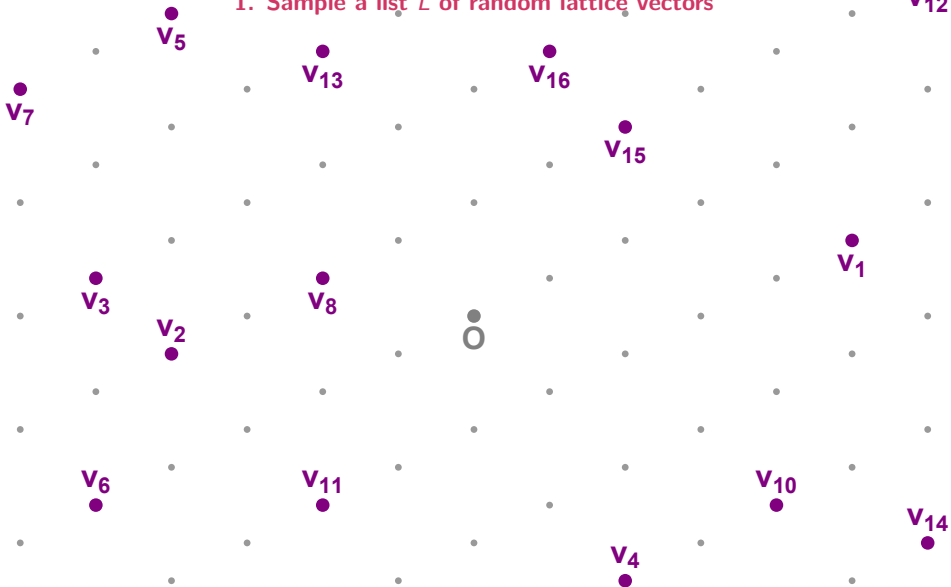
1. Sample a list L of random lattice vectors



A 2D lattice of points is shown, with the origin point highlighted by a larger circle and labeled with the letter 'O'.

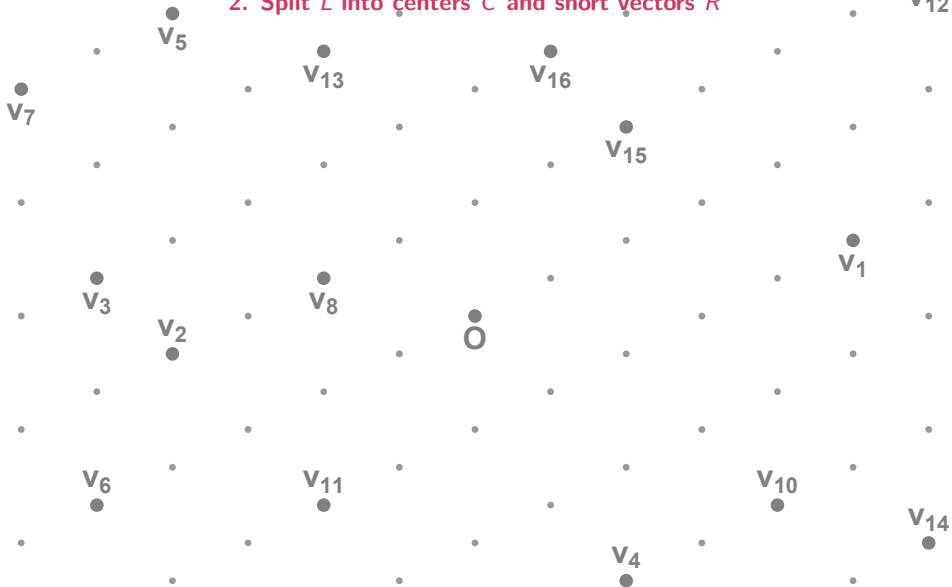
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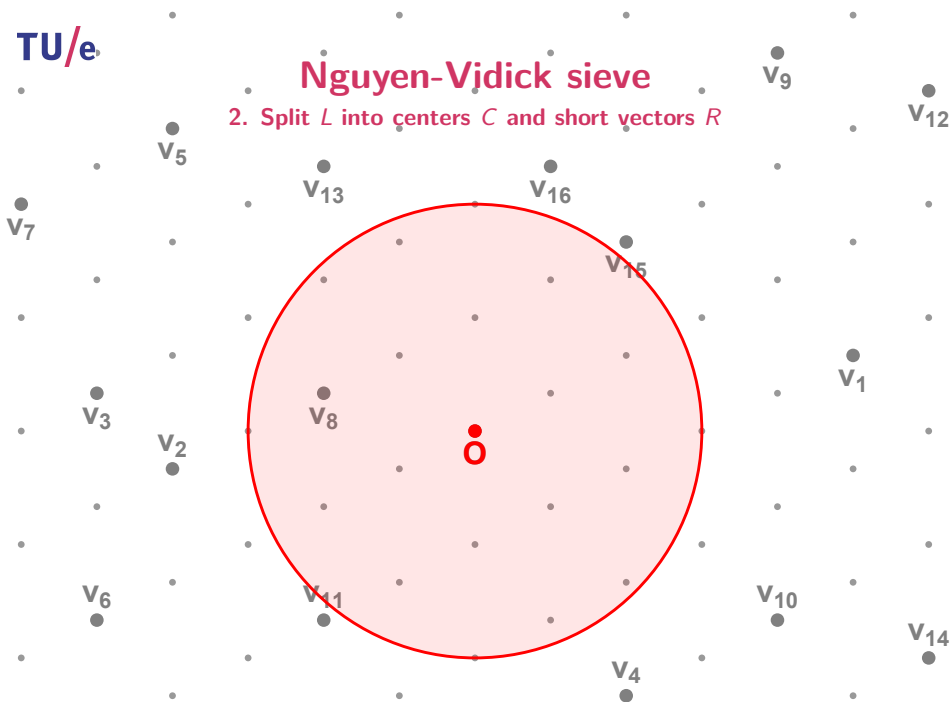
Nguyen-Vidick sieve

2. Split L into centers C and short vectors R



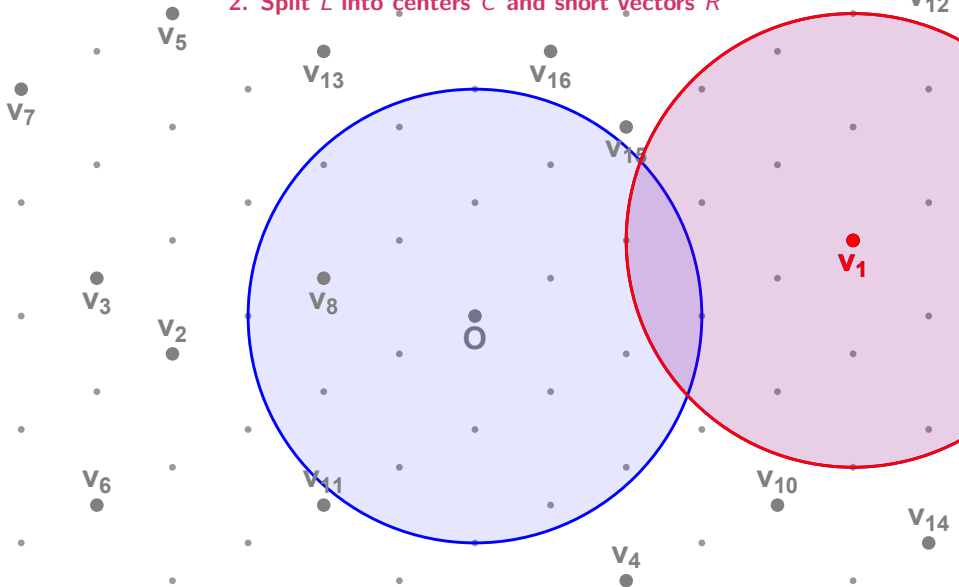
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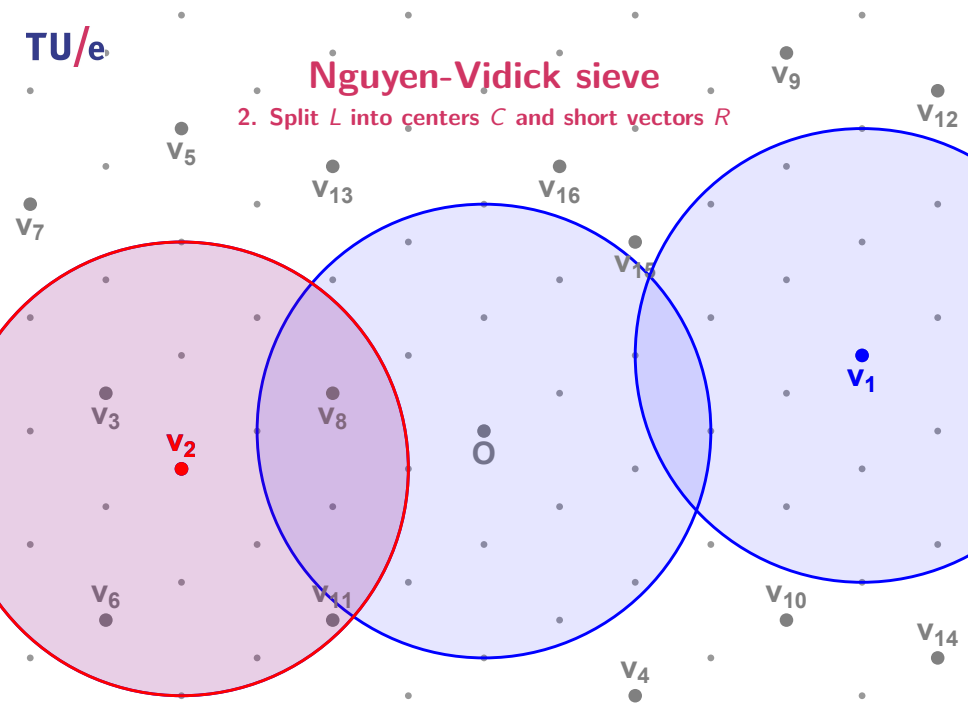
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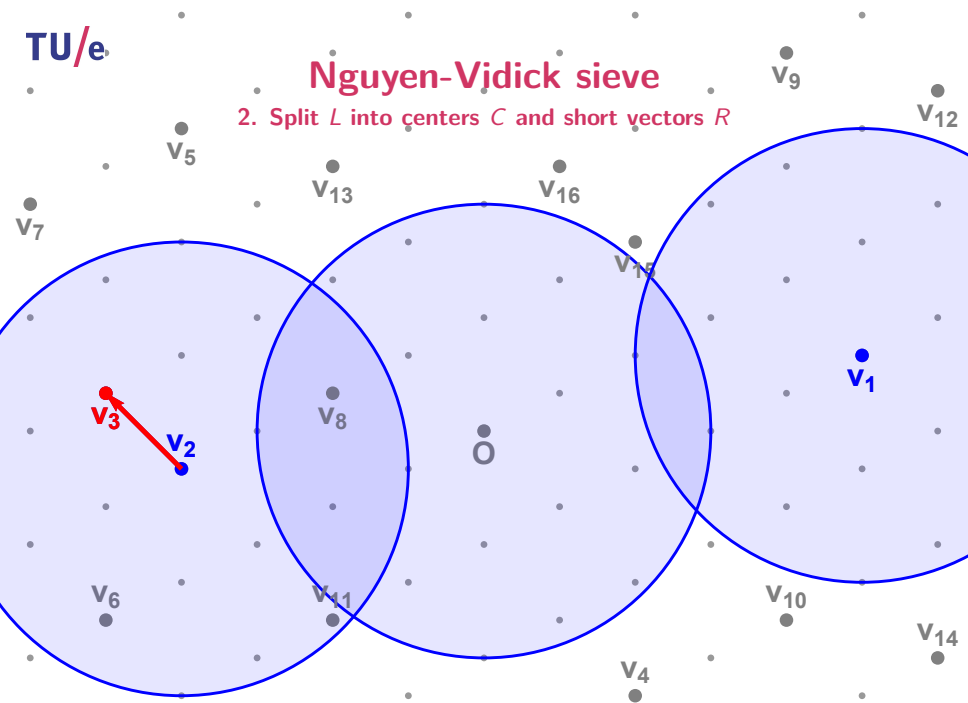
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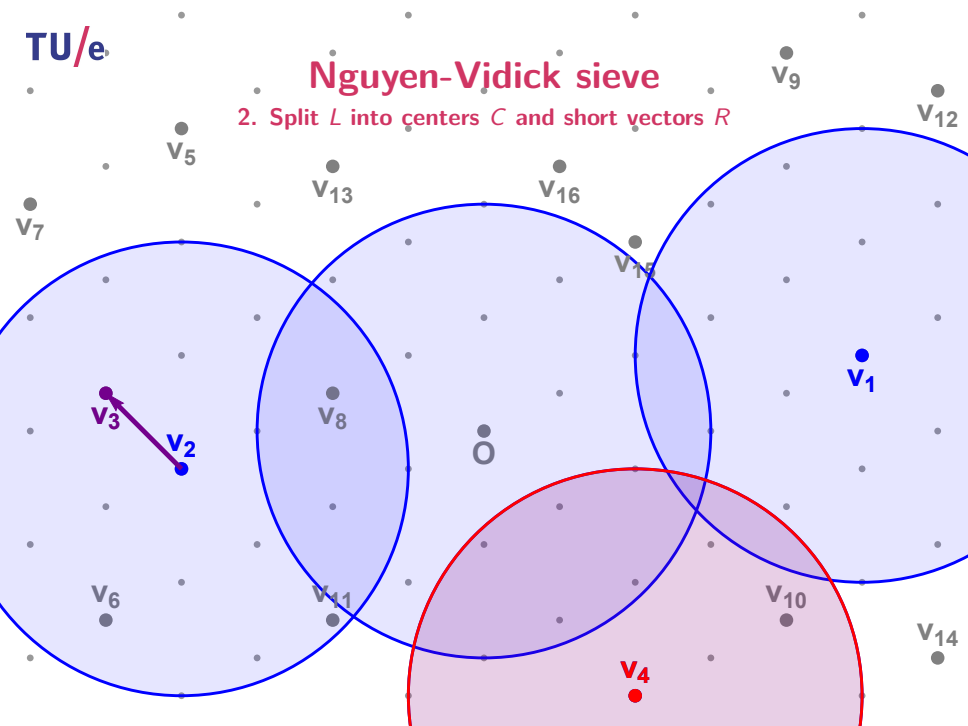
Nguyen-Vidick sieve

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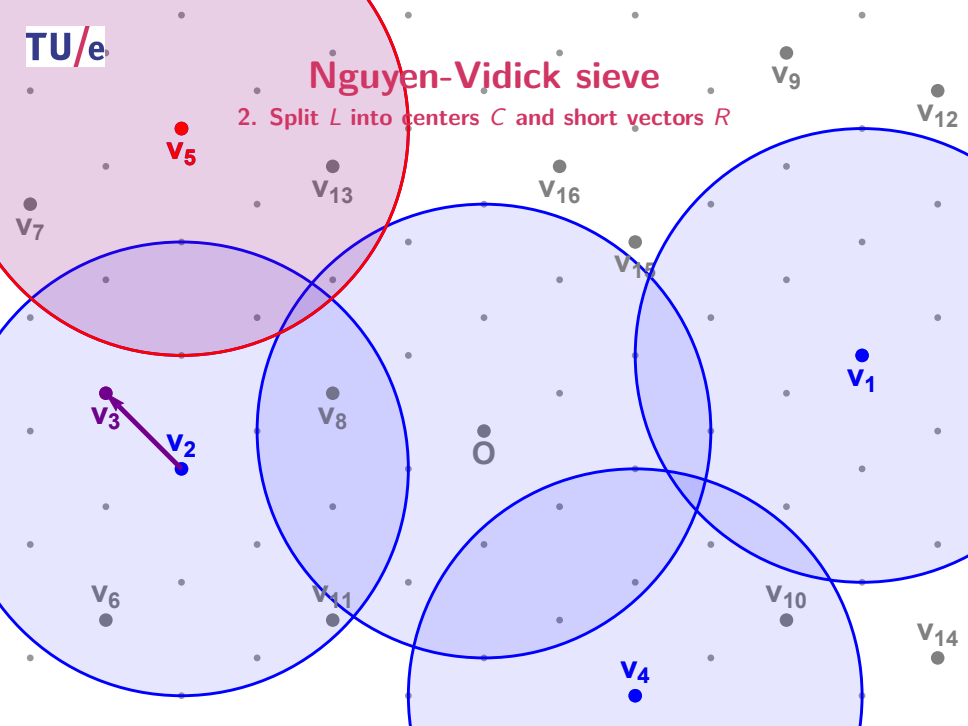
Nguyen-Vidick sieve

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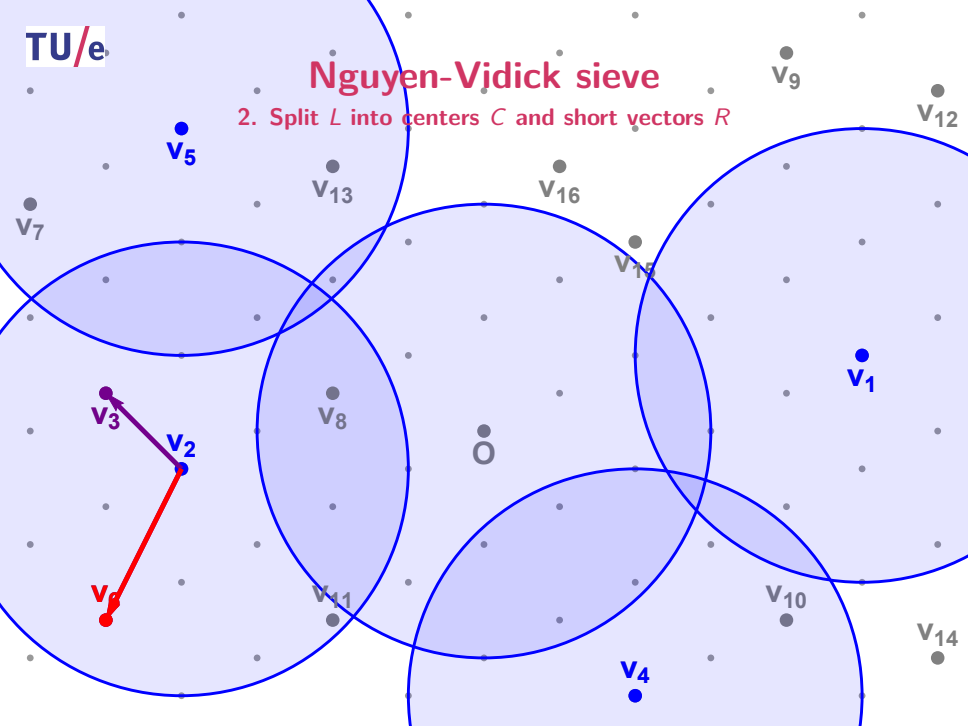
Nguyen-Vidick sieve

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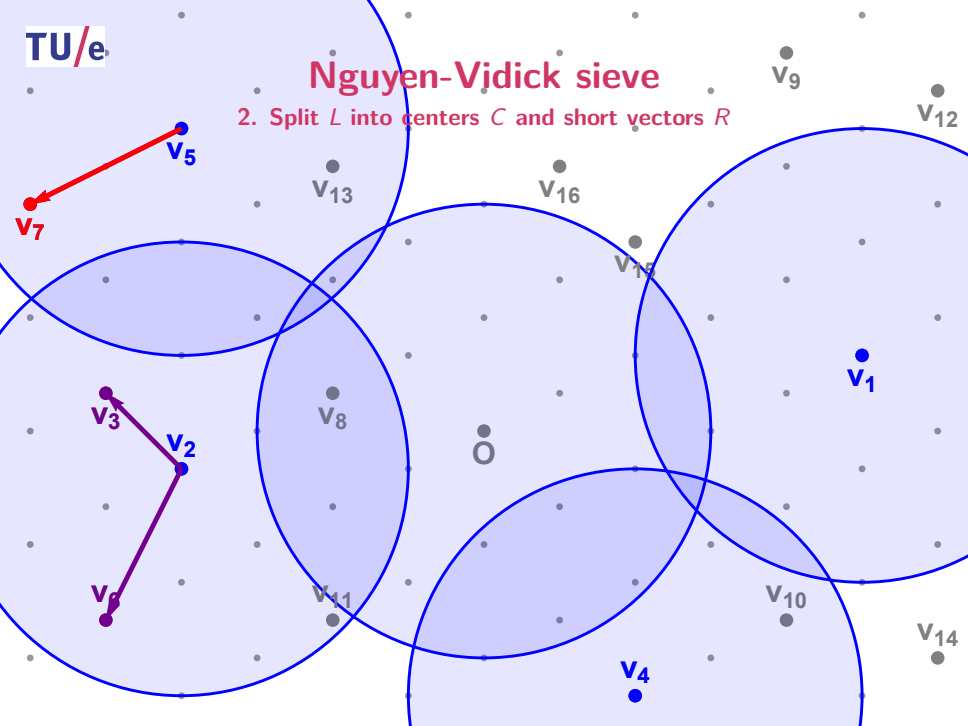
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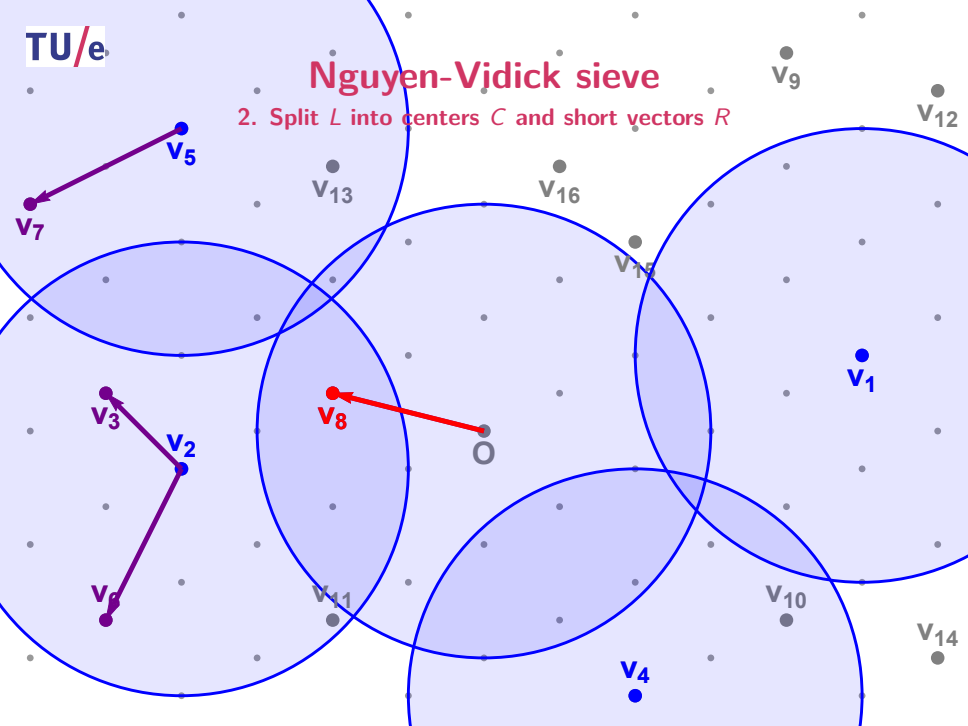
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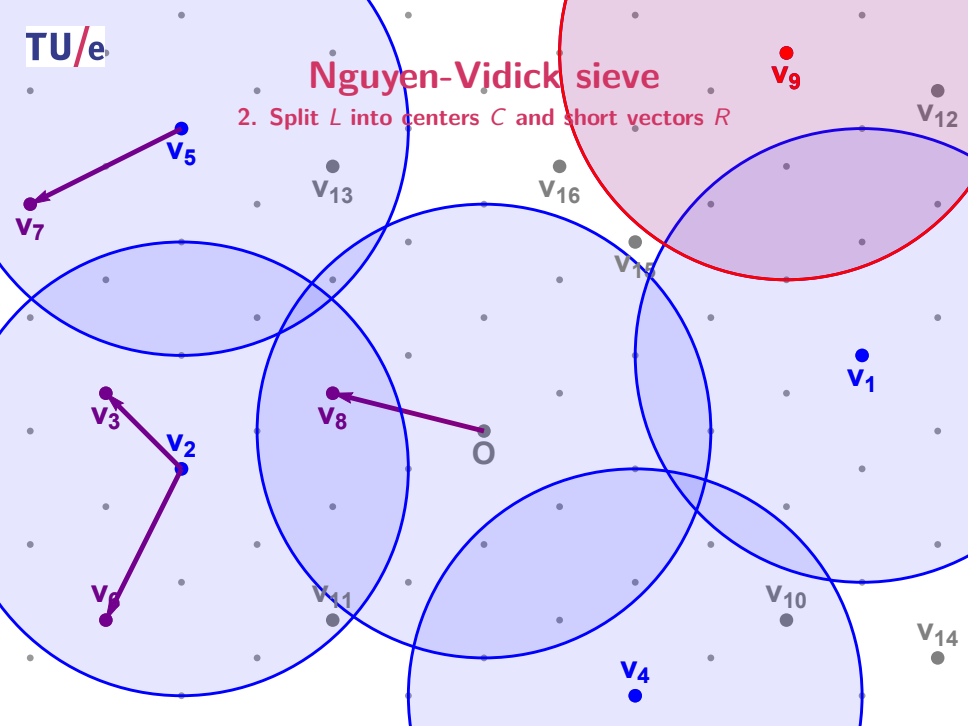
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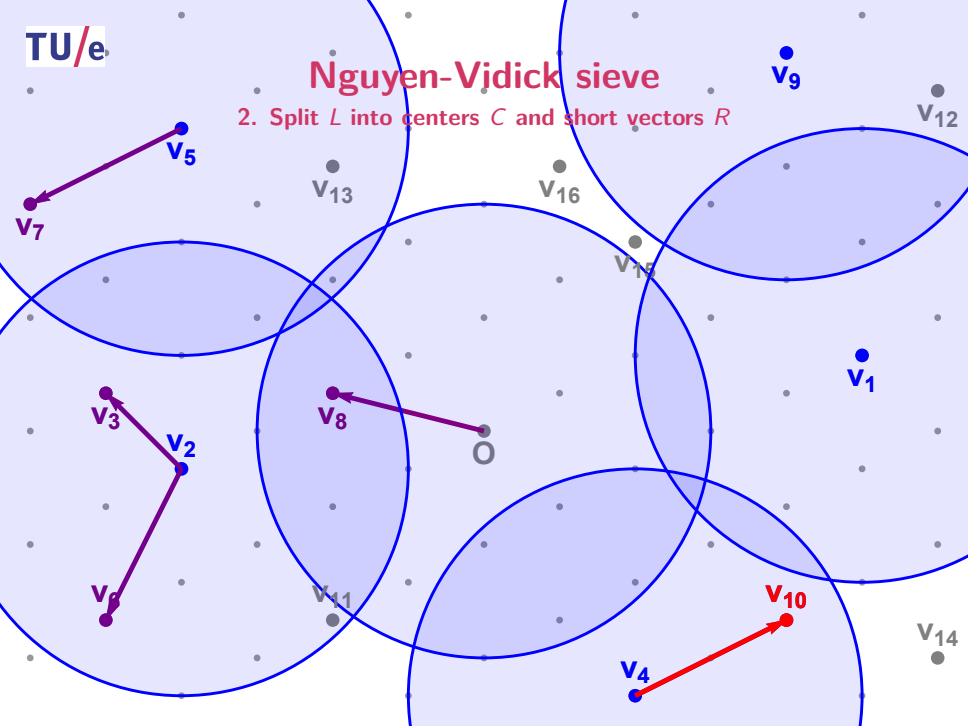
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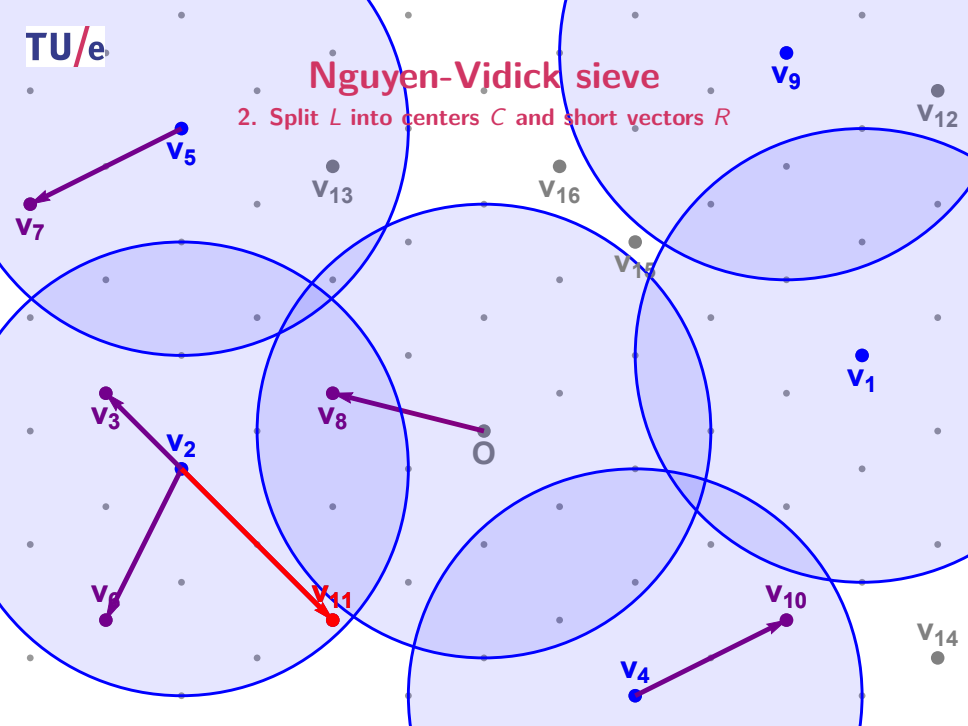
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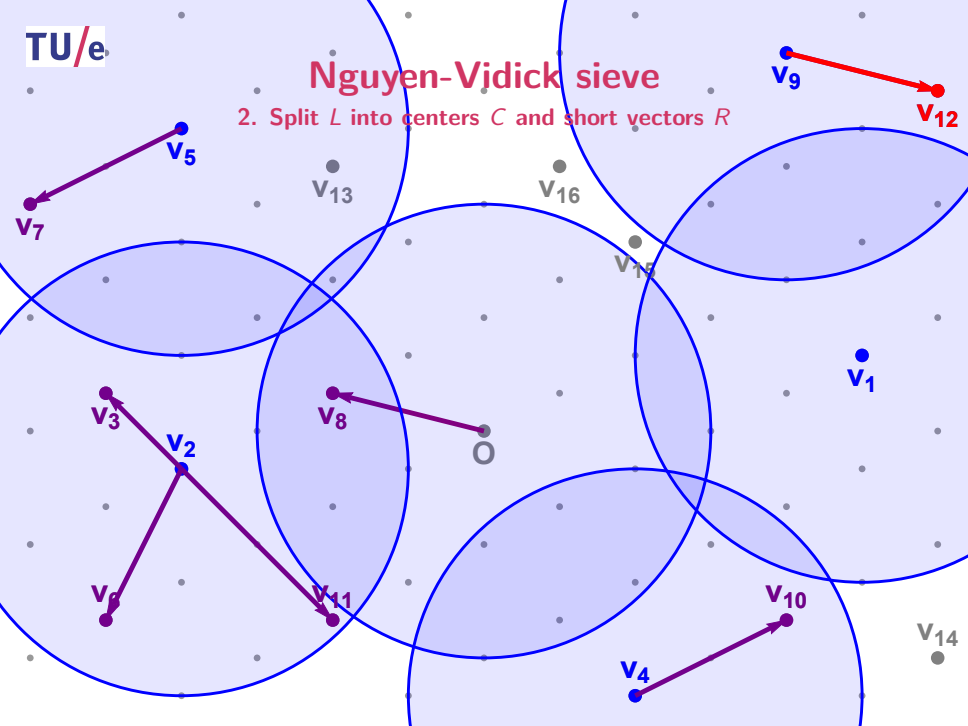
Nguyen-Vidick sieve

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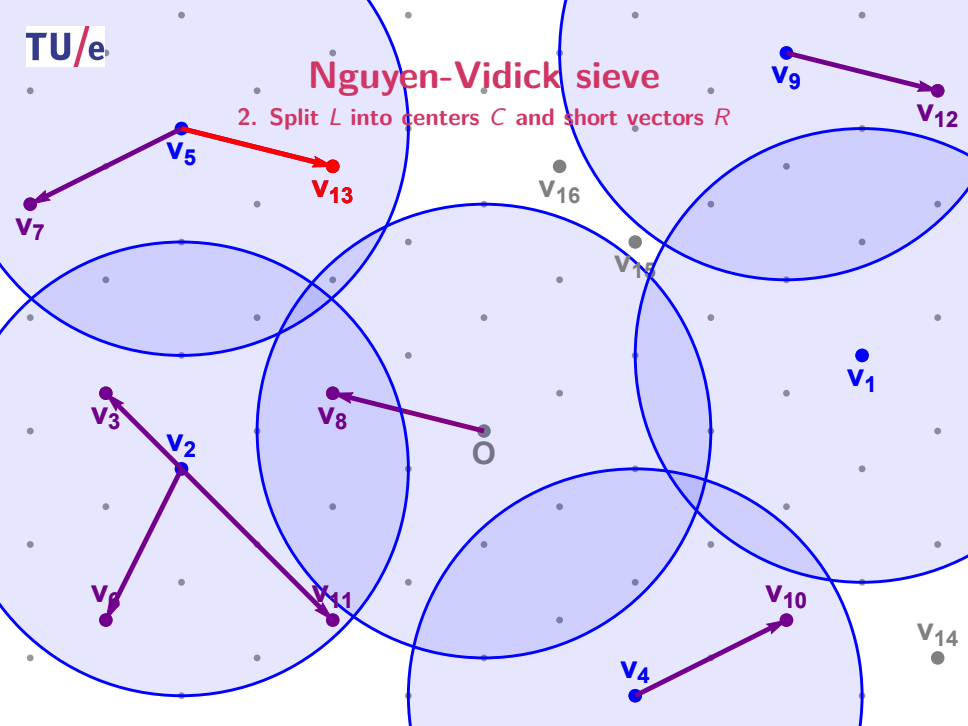
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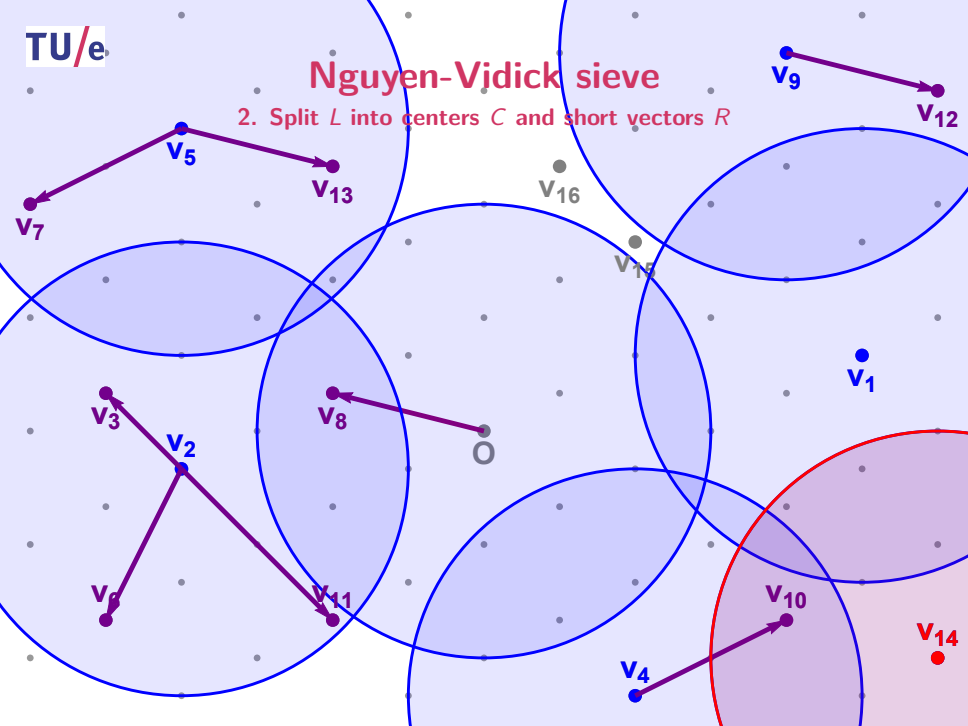
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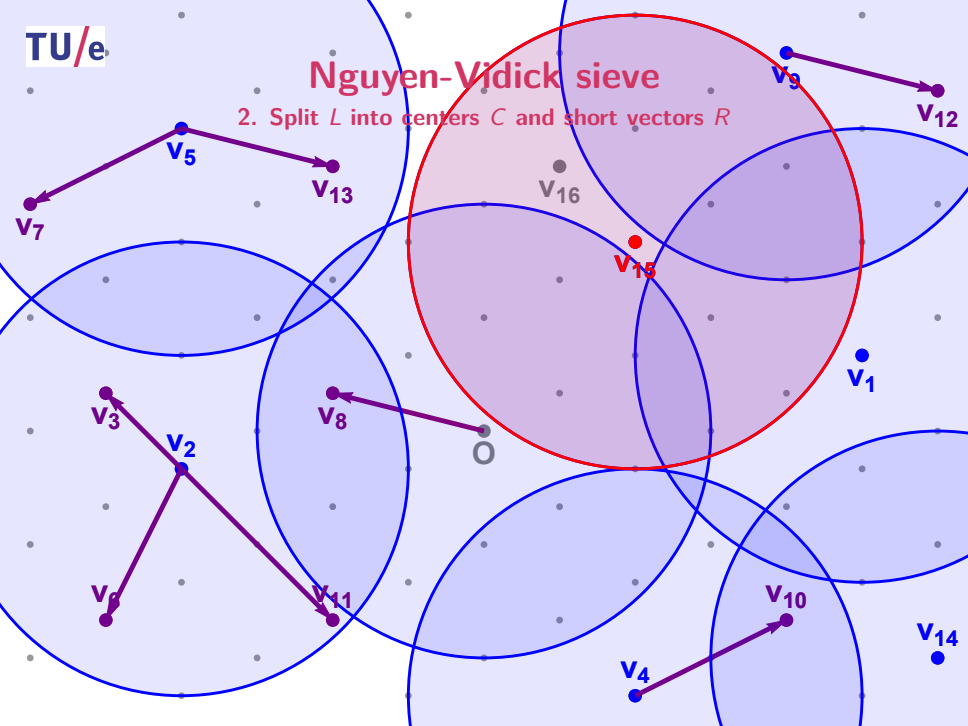
Nguyen-Vidick sieve

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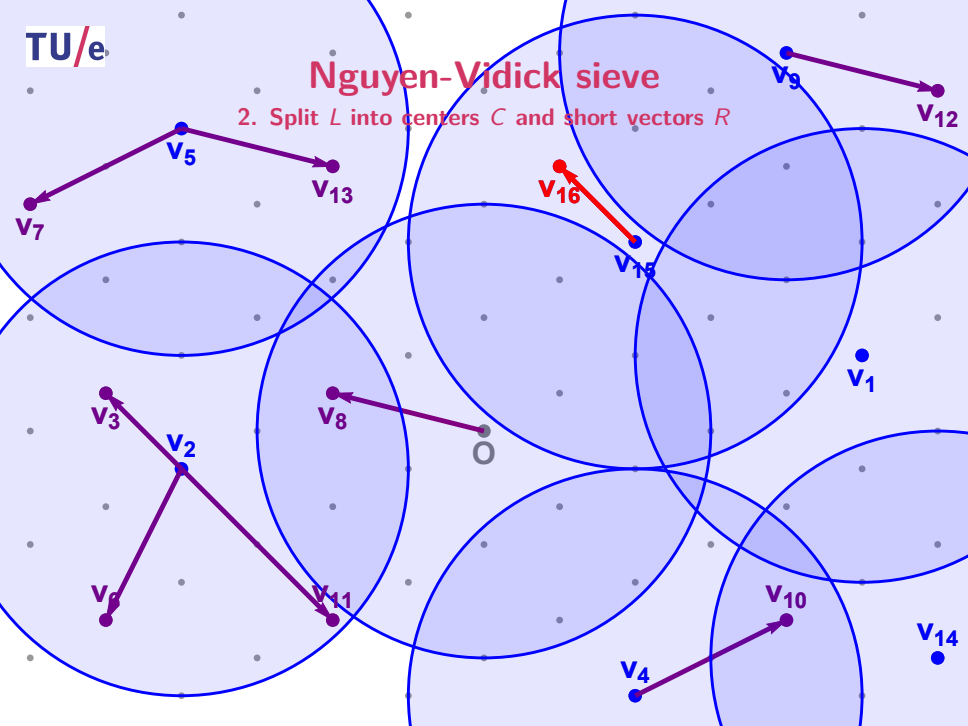
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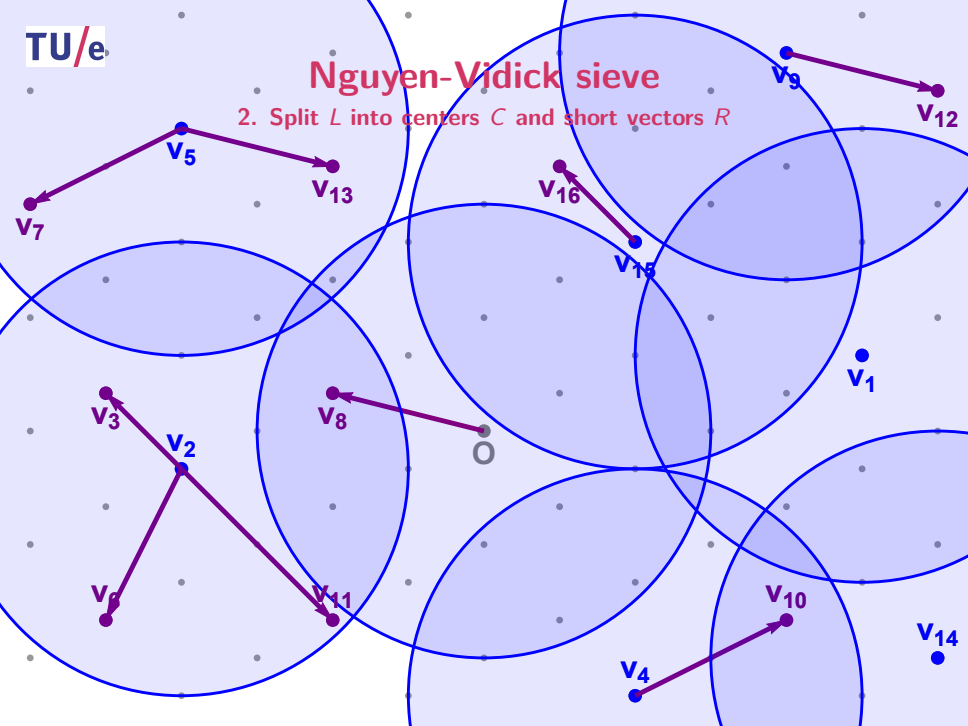
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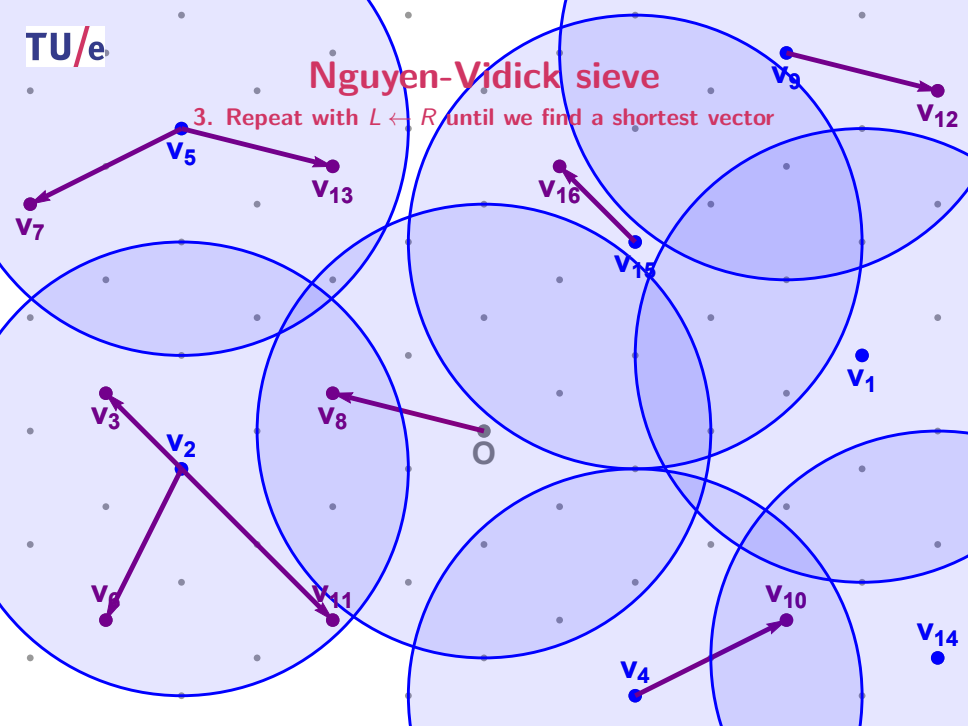
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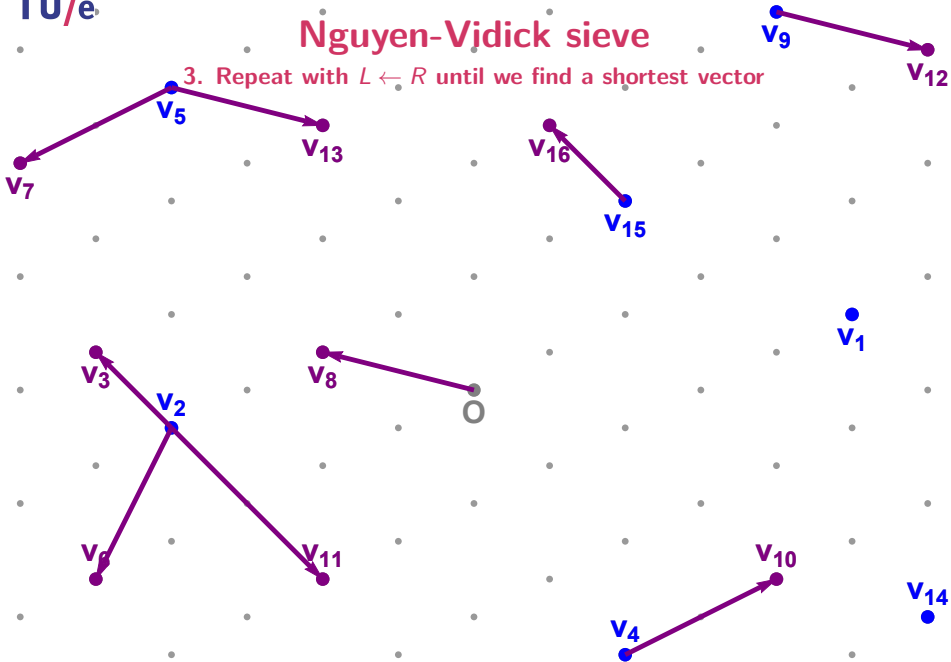
Nguyen-Vidick sieve

3. Repeat with $L \leftarrow R$ until we find a shortest vector



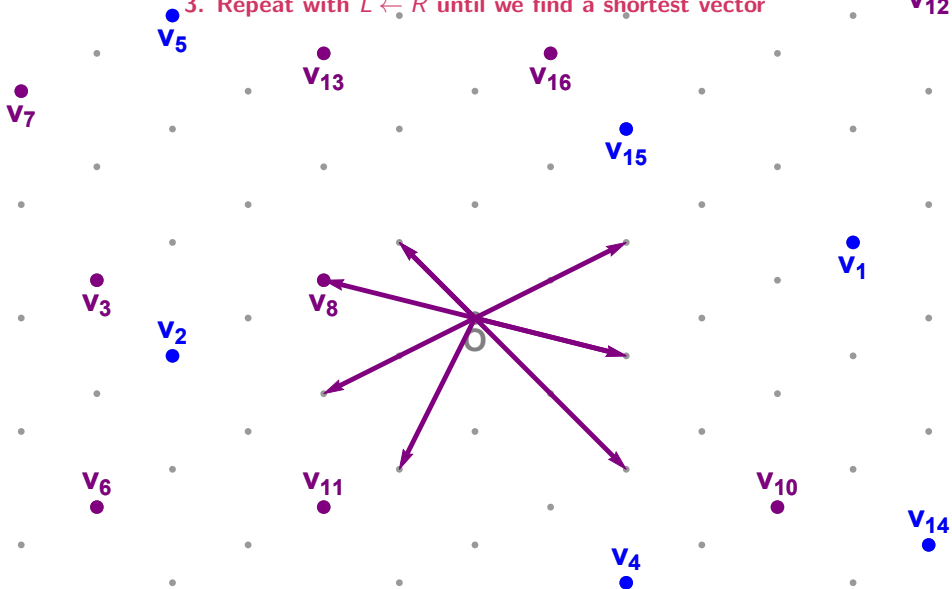
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Nguyen-Vidick sieve

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Nguyen-Vidick sieve

Overview



Nguyen-Vidick sieve

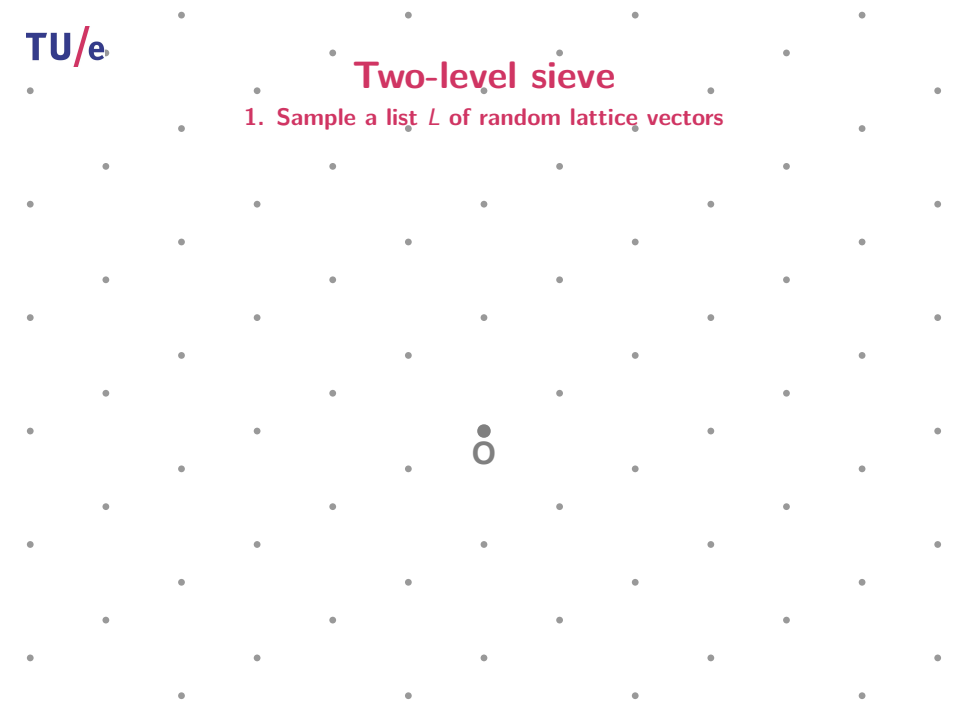
Overview

Heuristic (Nguyen and Vidick, J. Math. Crypt. '08)

The Nguyen-Vidick sieve runs in time $(4/3)^n$ and space $\sqrt{4/3}^n$.

Two-level sieve

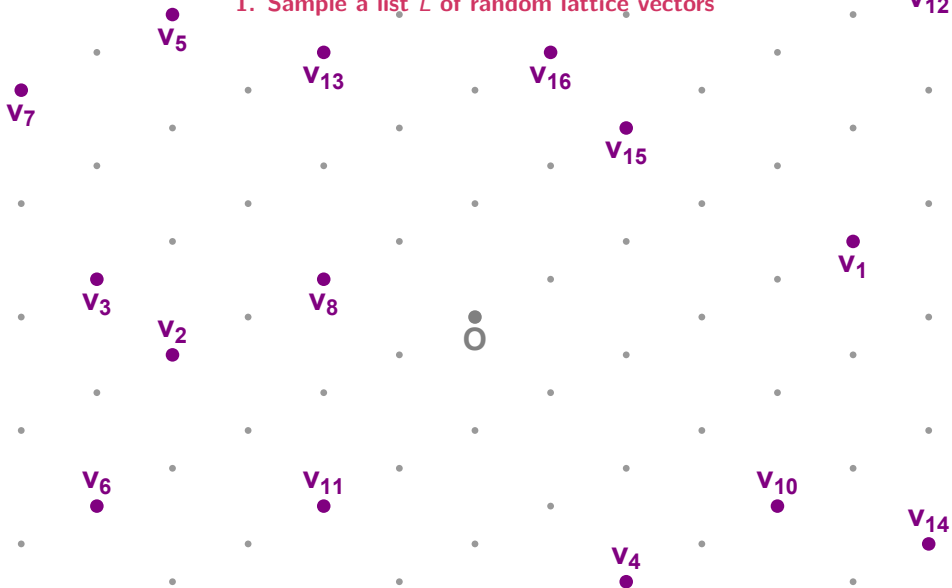
1. Sample a list L of random lattice vectors



A 2D lattice of points is shown, with the origin labeled O . The origin is marked with a larger dot and the letter O below it. The lattice points are arranged in a regular grid pattern.

Two-level sieve

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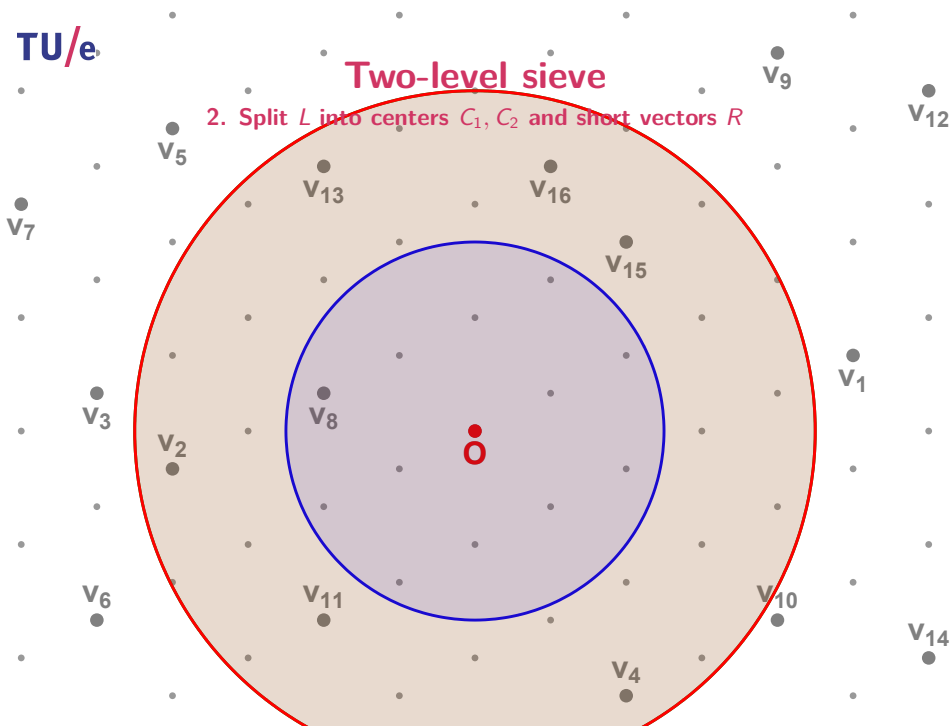
Two-level sieve

2. Split L into centers C_1, C_2 and short vectors R



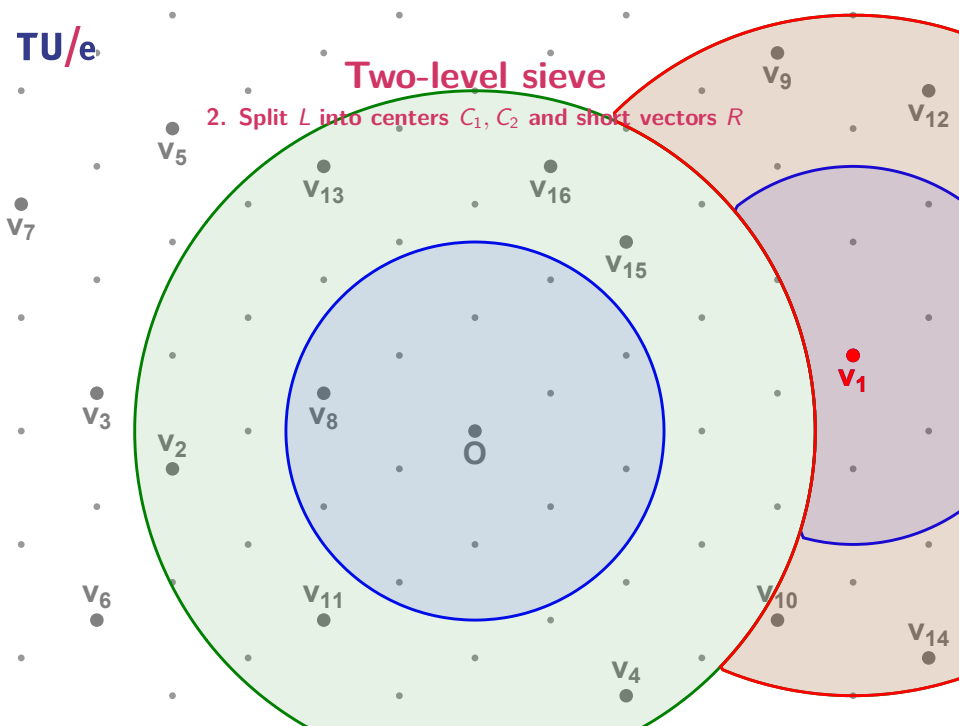
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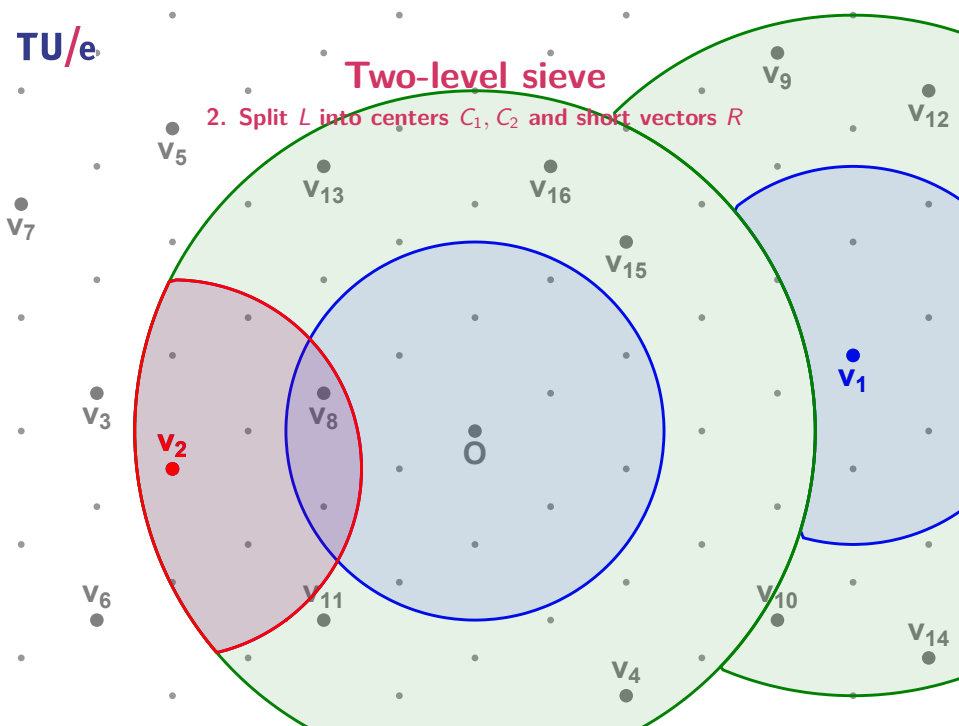
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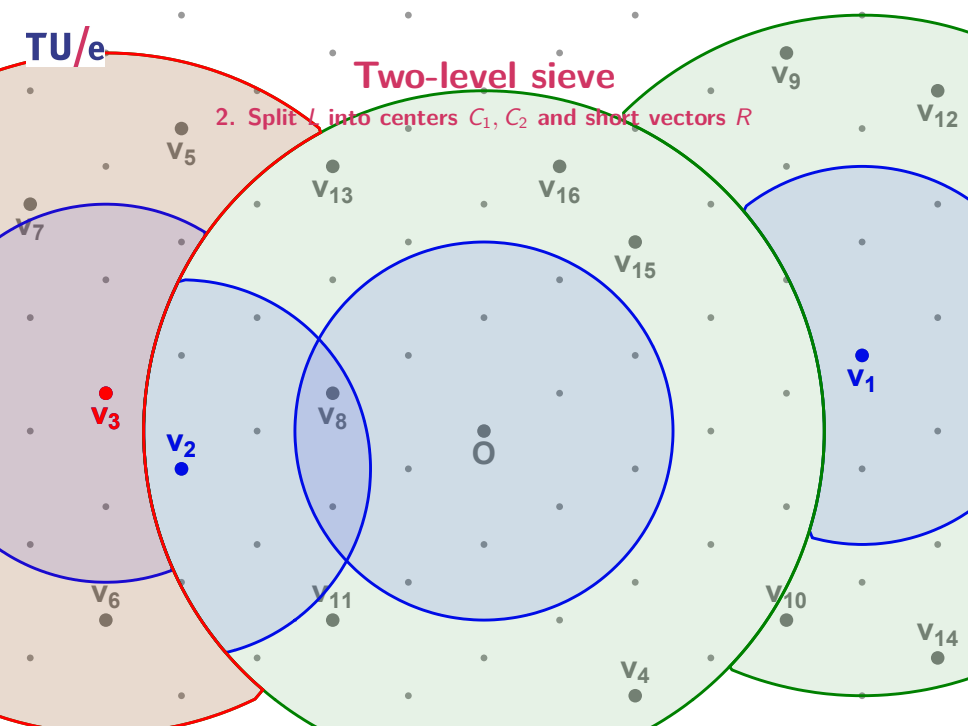
Two-level sieve

2. Split L into centers C_1, C_2 and short vectors R



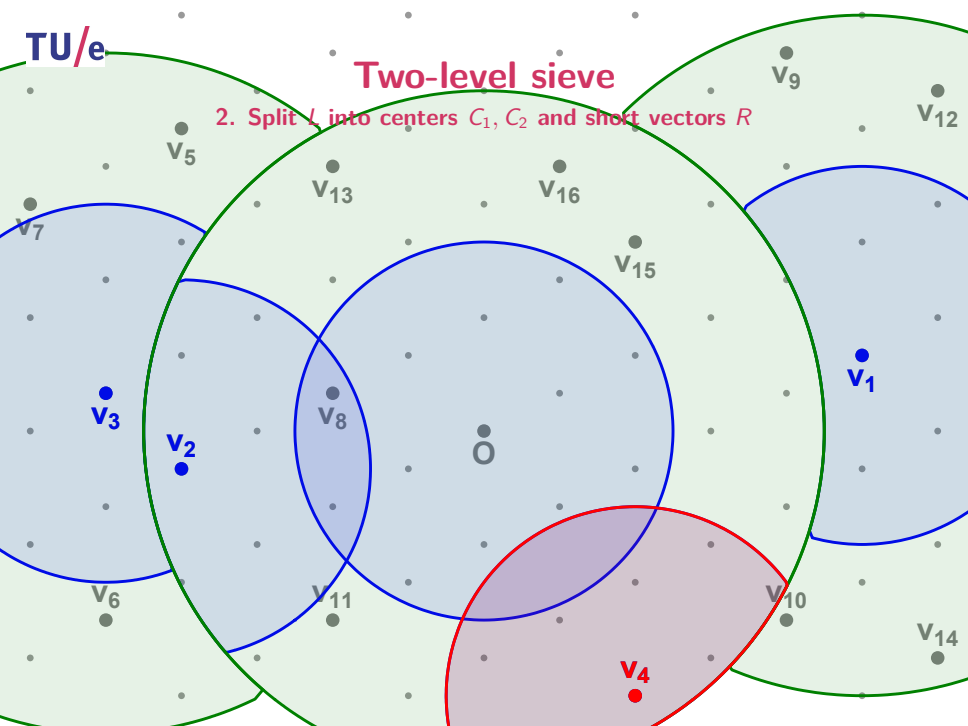
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Two-level sieve

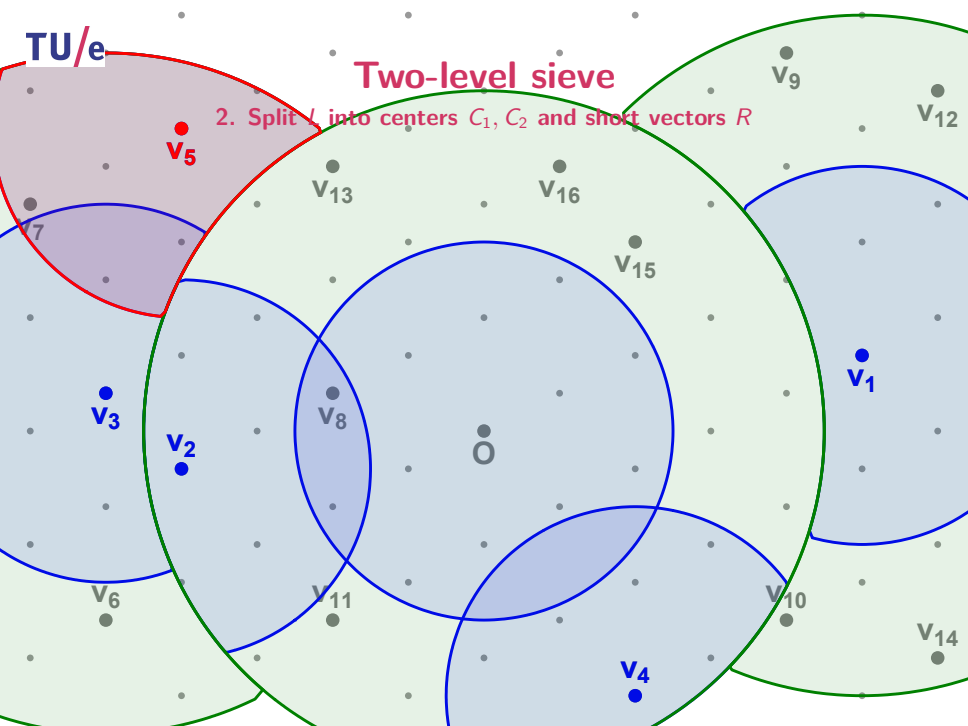
2. Split L into centers C_1, C_2 and short vectors R



TU/e

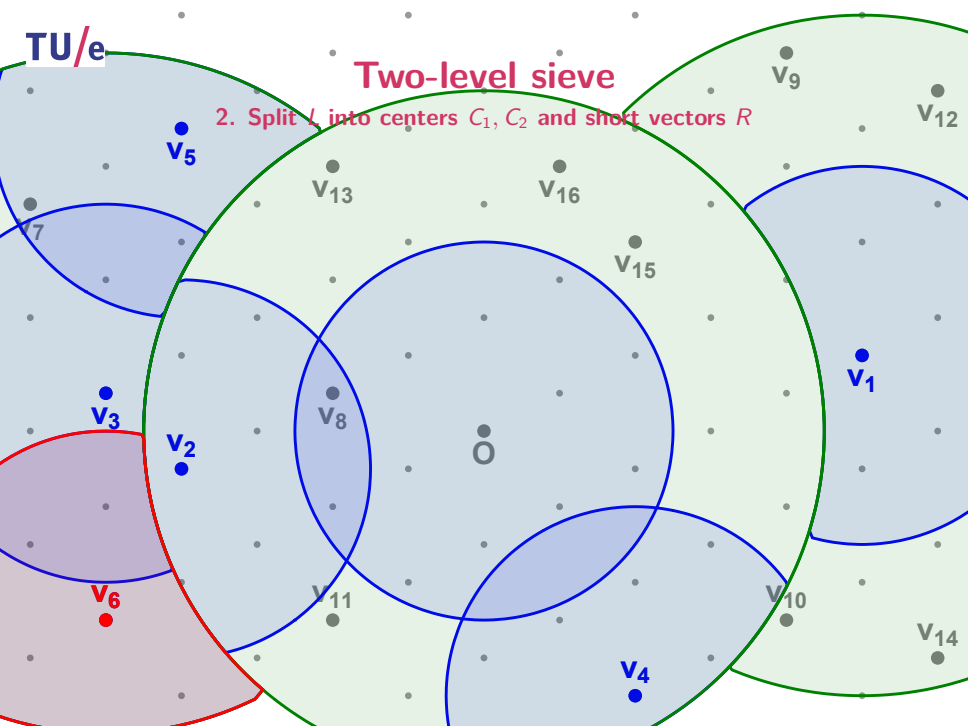
Two-level sieve

2. Split V into centers C_1, C_2 and short vectors R



Two-level sieve

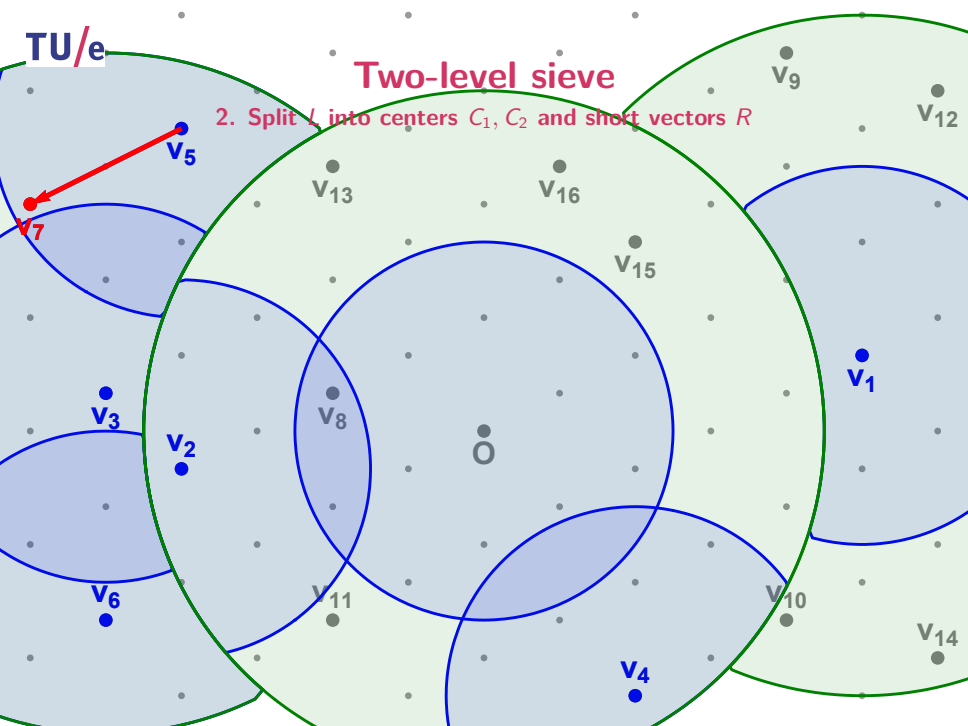
2. Split L into centers C_1, C_2 and short vectors R



TU/e

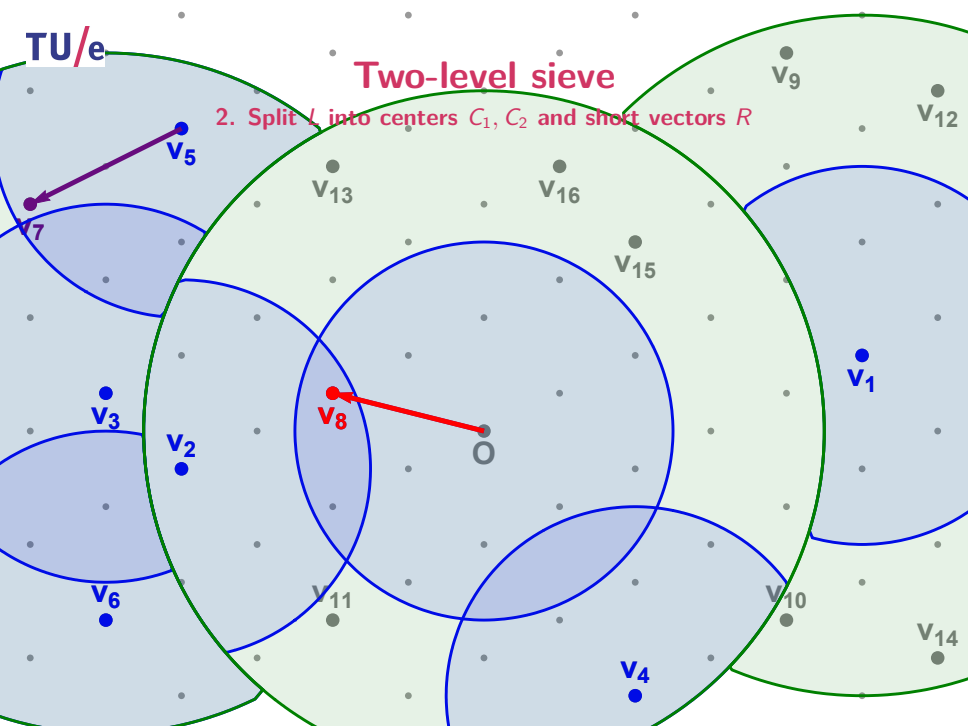
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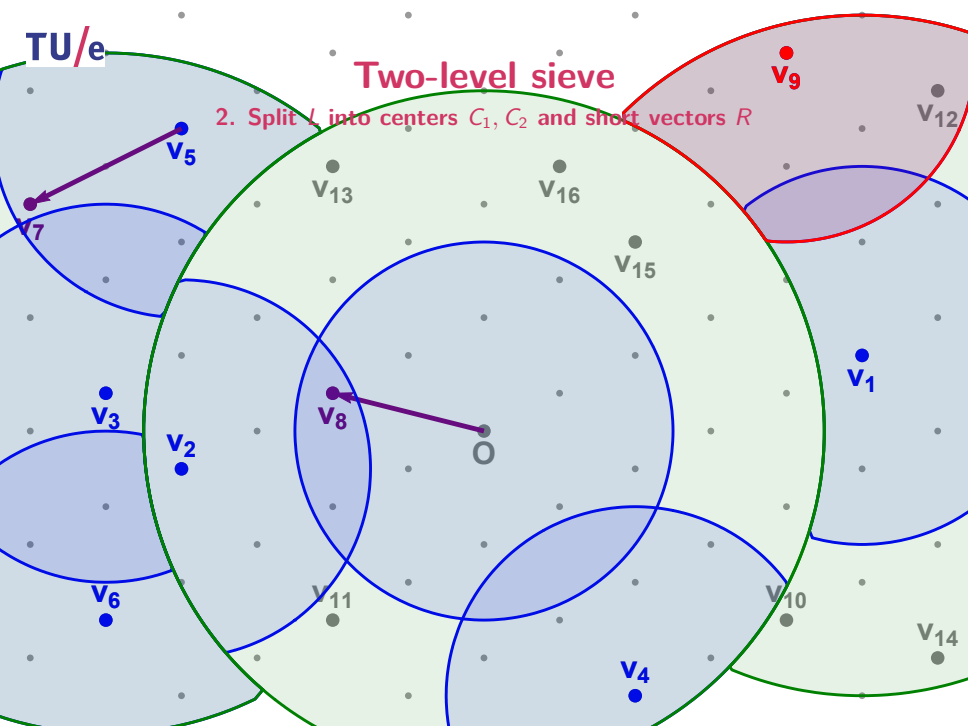
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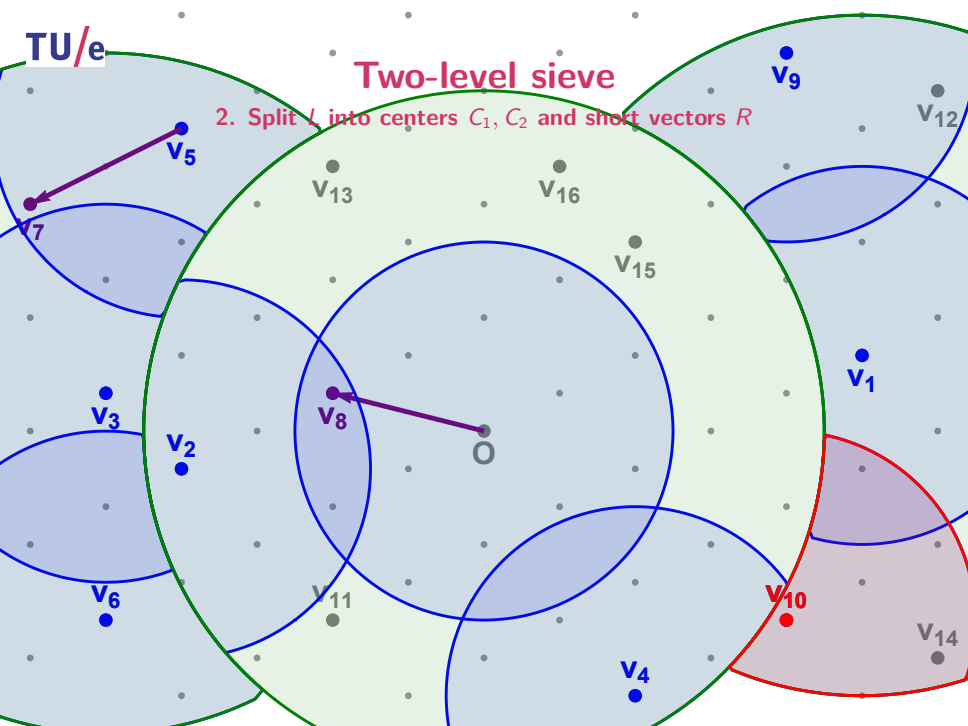
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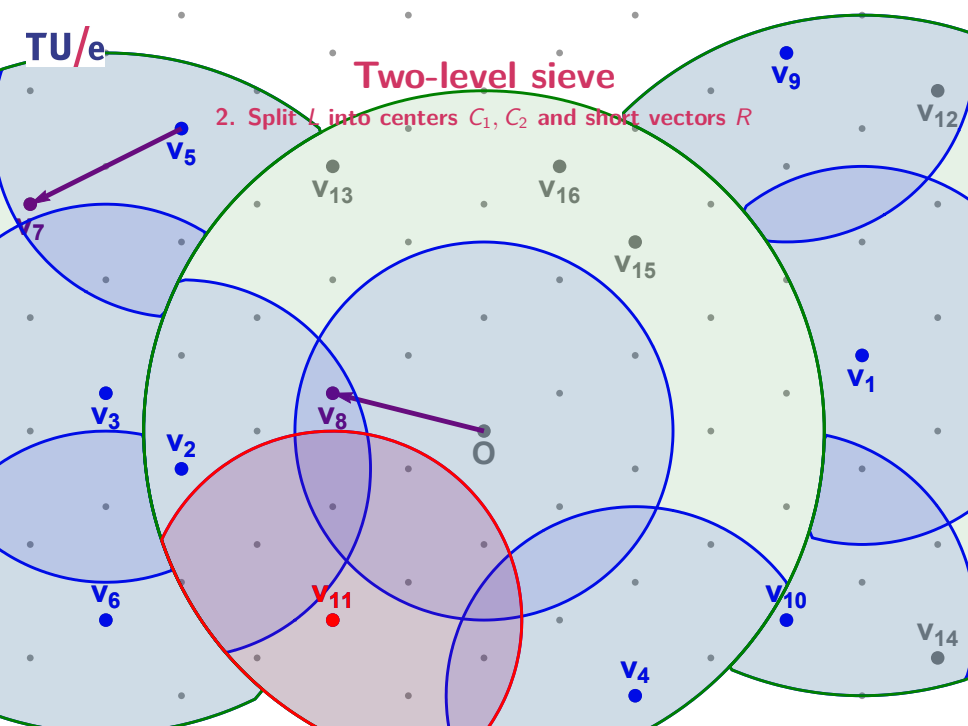
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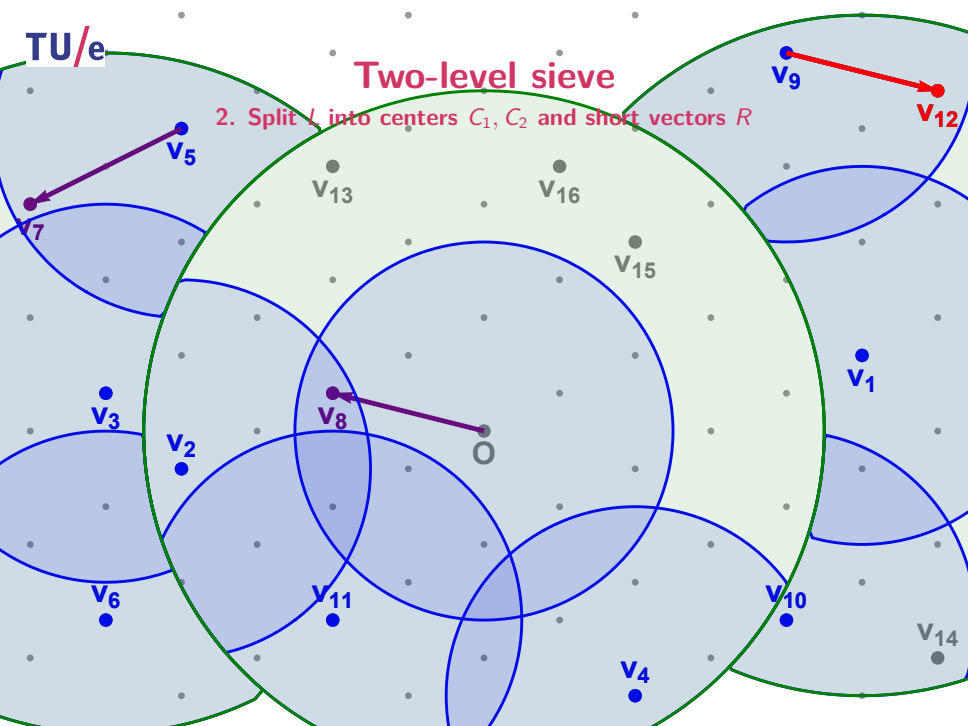
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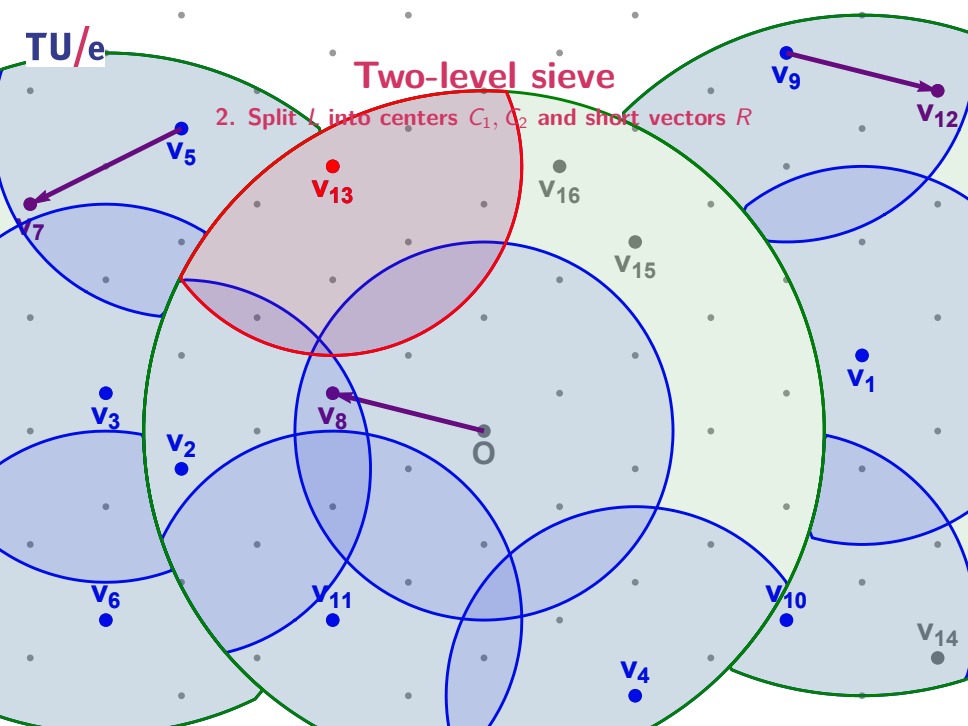
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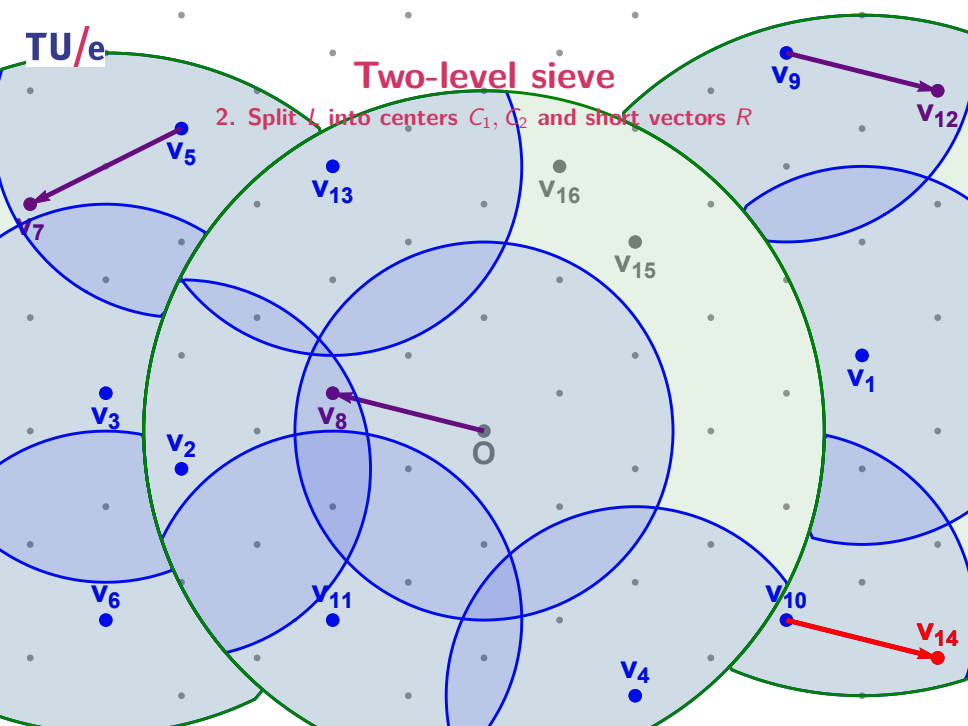
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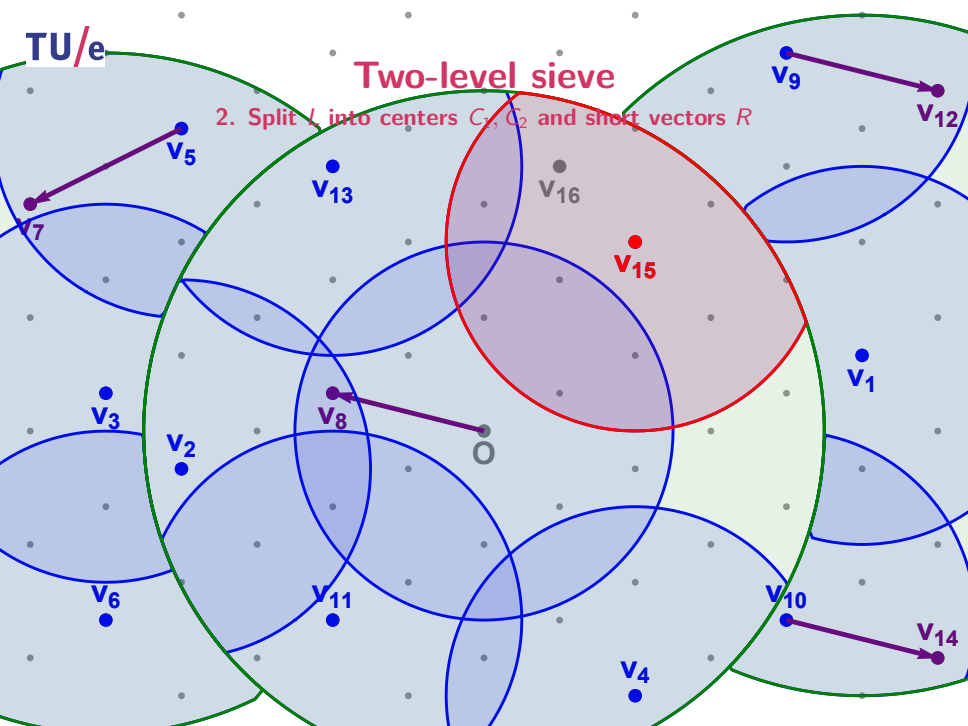
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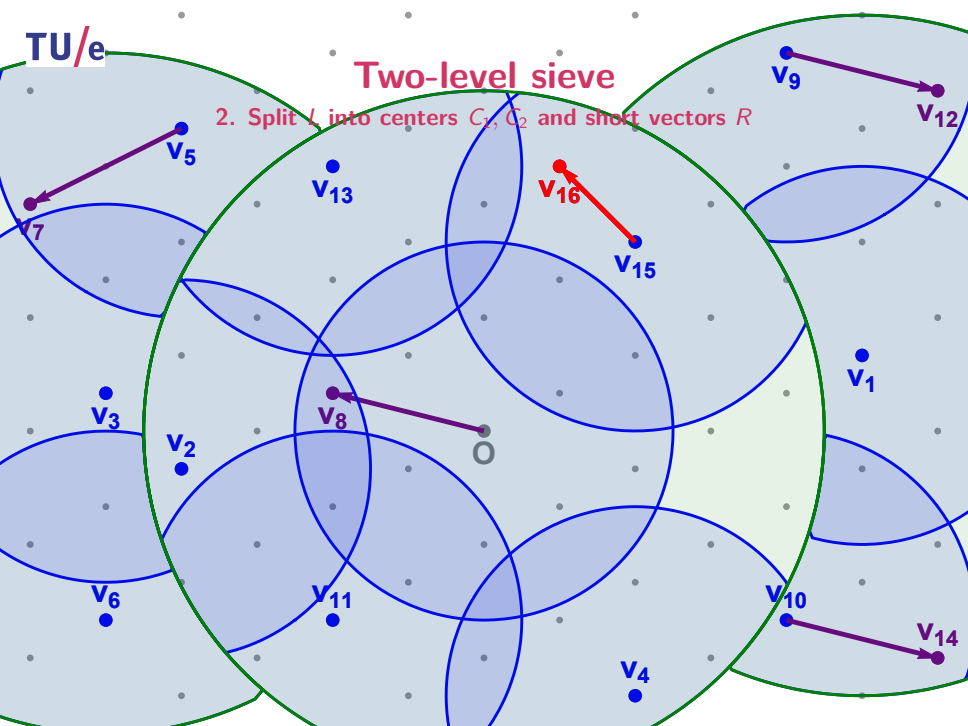
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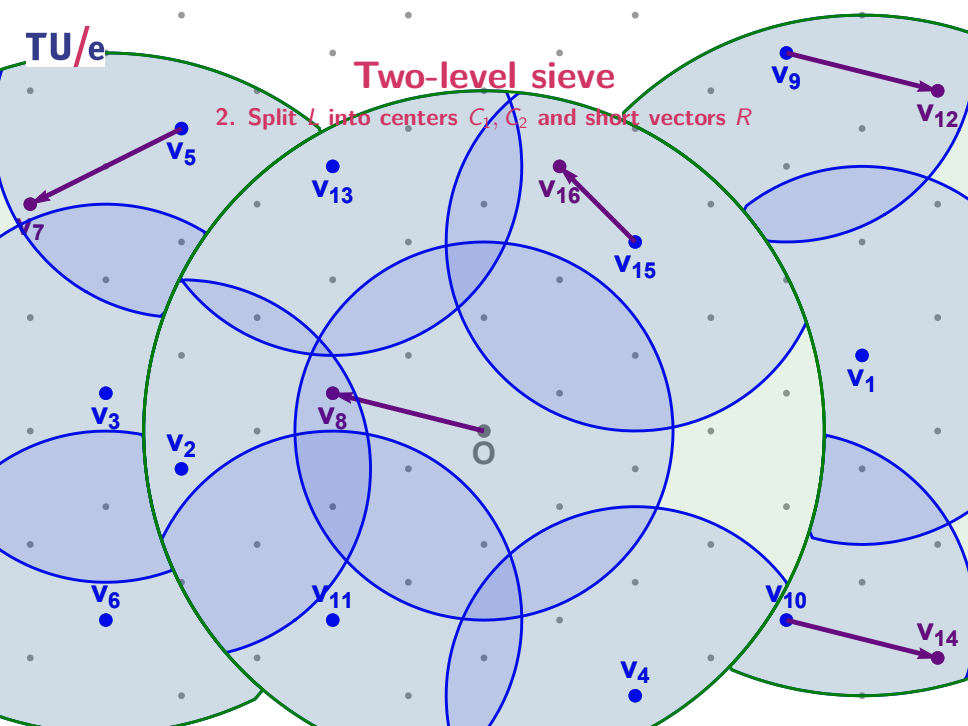
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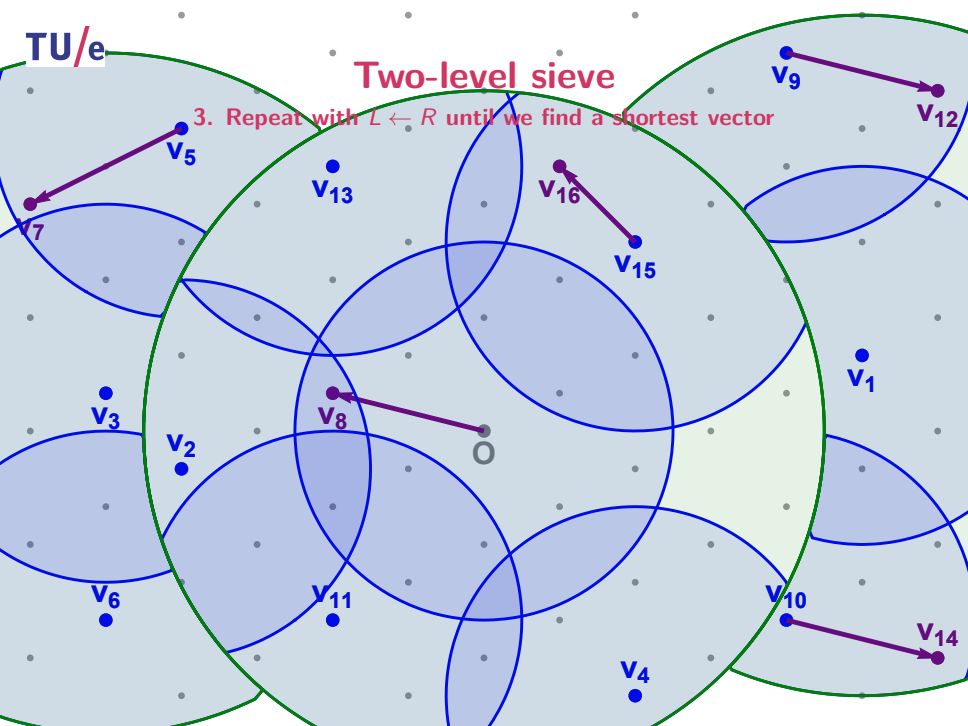
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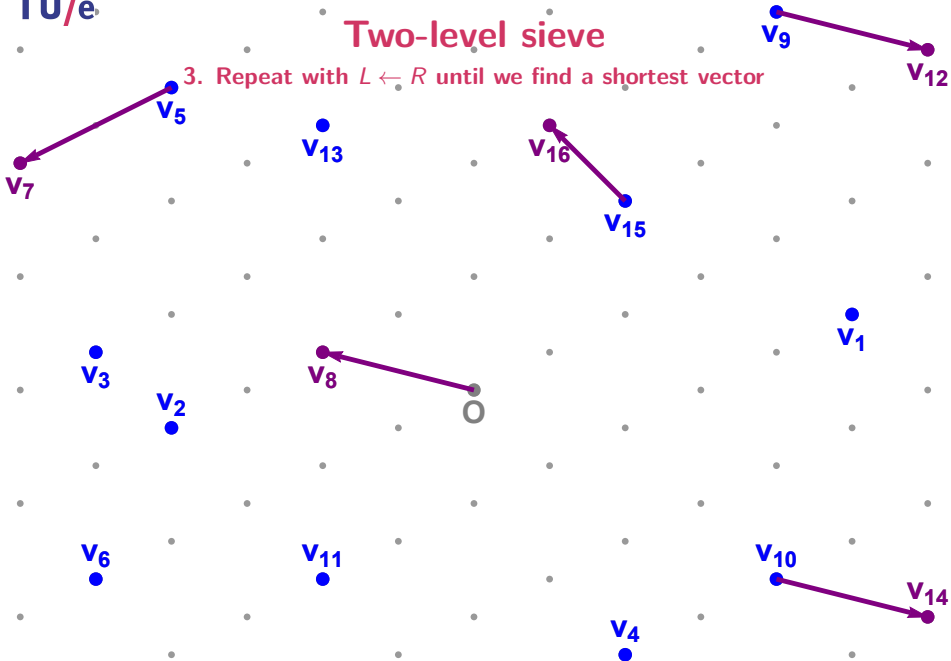
Two-level sieve

3. Repeat with $L \leftarrow R$ until we find a shortest vector



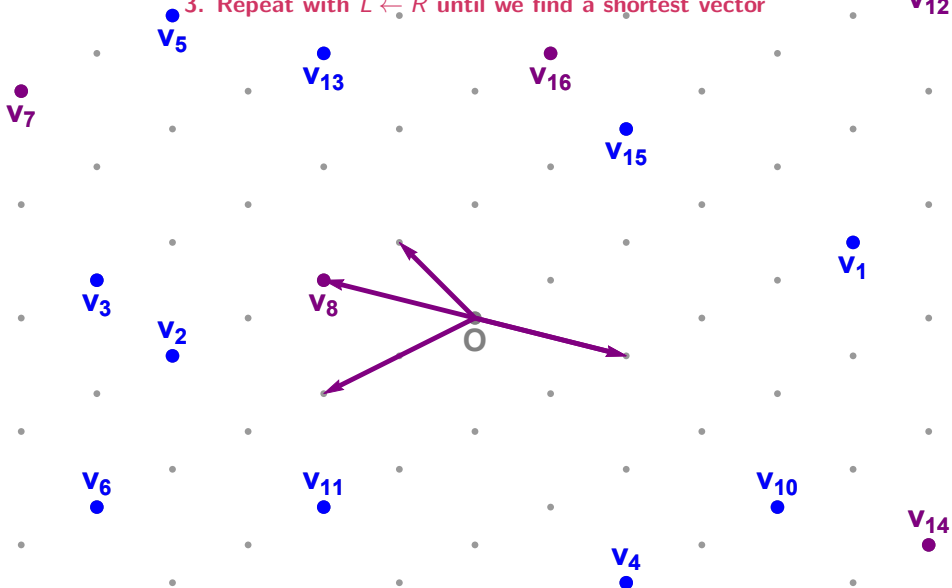
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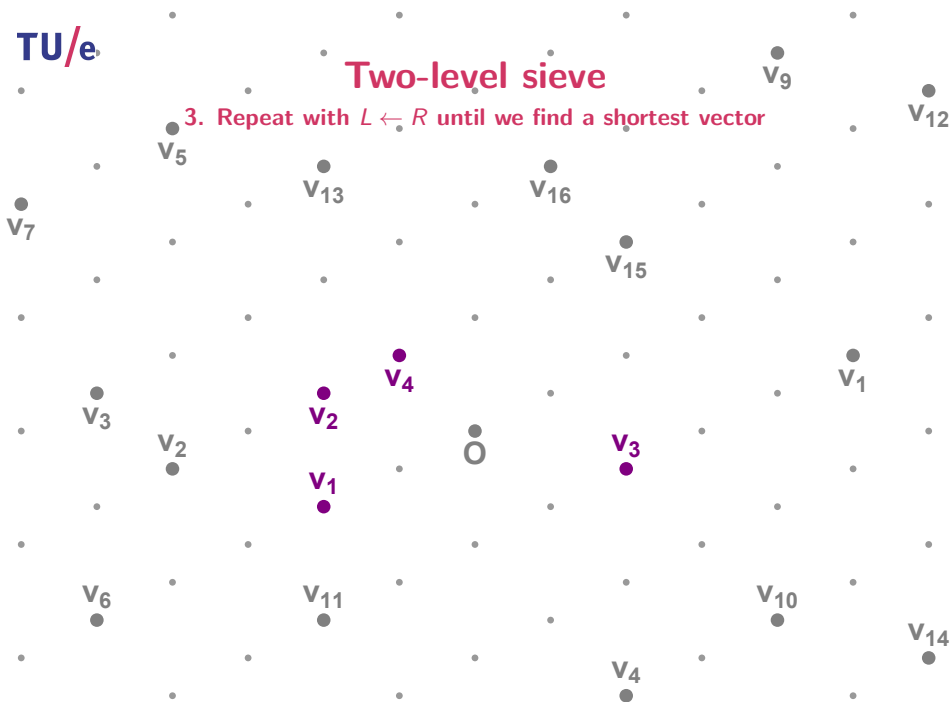
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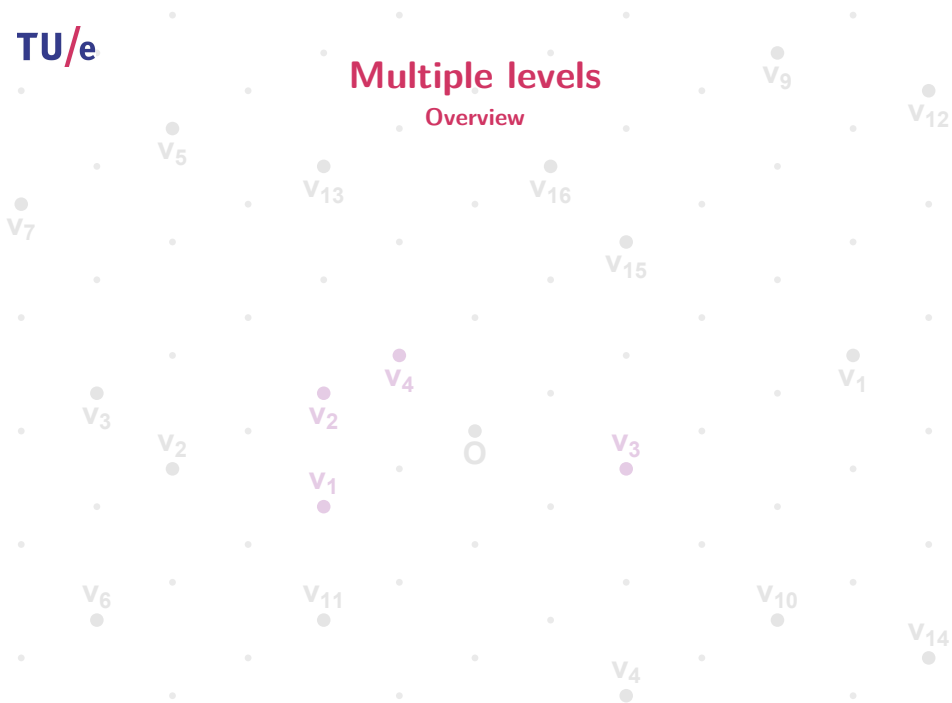
Two-level sieve

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Multiple levels

Overview



Multiple levels

Overview

Heuristic (Nguyen and Vidick, J. Math. Crypt. '08)

The one-level sieve runs in time $2^{0.4150n}$ and space $2^{0.2075n}$.

Multiple levels

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Heuristic (Nguyen and Vidick, J. Math. Crypt. '08)

The one-level sieve runs in time $2^{0.4150n}$ and space $2^{0.2075n}$.

Heuristic (Wang et al., ASIACCS'11)

The two-level sieve runs in time $2^{0.3836n}$ and space $2^{0.2557n}$.

Multiple levels

Overview

Heuristic (Nguyen and Vidick, J. Math. Crypt. '08)

The one-level sieve runs in time $2^{0.4150n}$ and space $2^{0.2075n}$.

Heuristic (Wang et al., ASIACCS'11)

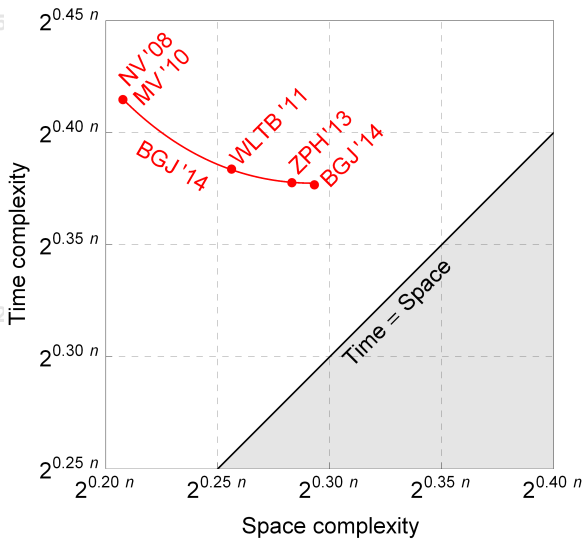
The two-level sieve runs in time $2^{0.3836n}$ and space $2^{0.2557n}$.

Heuristic (Zhang et al., SAC'13)

The three-level sieve runs in time $2^{0.3778n}$ and space $2^{0.2833n}$.

Sieving

Space/time trade-off



Outline

Lattices

Enumeration algorithms

- Fincke-Pohst enumeration

- Kannan enumeration

- Pruning the enumeration tree

The Voronoi cell algorithm

Sieving algorithms

- Nguyen-Vidick sieve

- Multiple levels

Sieving using locality-sensitive hashing

- Nguyen-Vidick sieve

Locality-sensitive hashing

Introduction

“The key idea is to use hash functions such that the probability of collision is much higher for objects that are close to each other than for those that are far apart.”

– Indyk and Motwani, *STOC'98*

Locality-sensitive hashing

Introduction

“The key idea is to use hash functions such that the probability of collision is much higher for objects that are close to each other than for those that are far apart.”

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“Unfortunately, the estimated improvement is too small to outweigh the increase of the constants for dimensions of practical interest. [...] We implemented the LSH algorithm of Datar et al. and found that it performed only marginally better than the naive algorithm for dimensions higher than 50.”

– Nguyen and Vidick, *J. Math. Crypt.* '08

Nguyen-Vidick sieve with LSH

1. Sample a list L of random lattice vectors



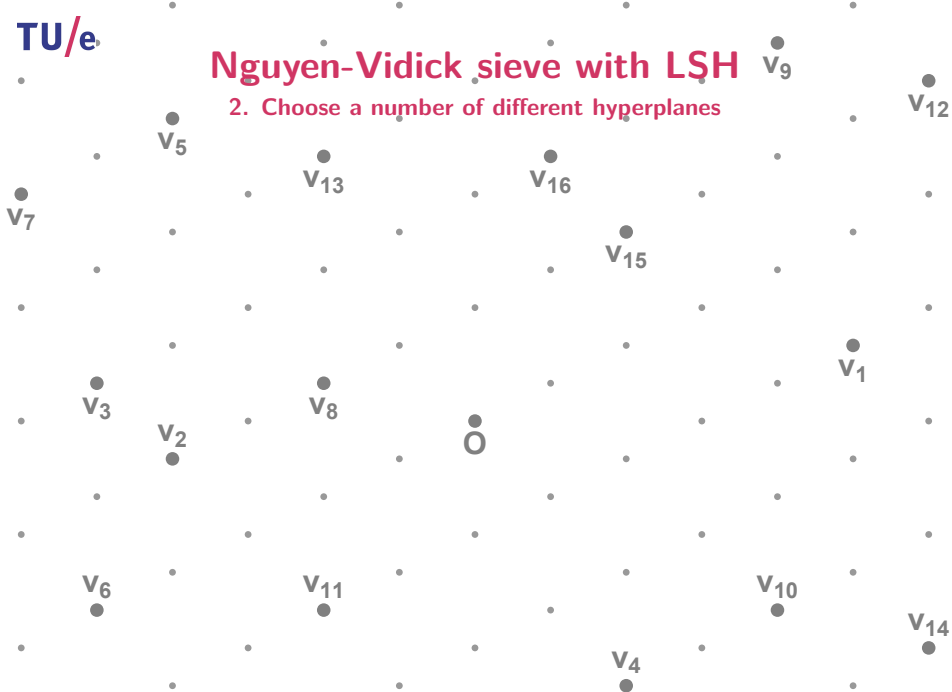
Nguyen-Vidick sieve with LSH

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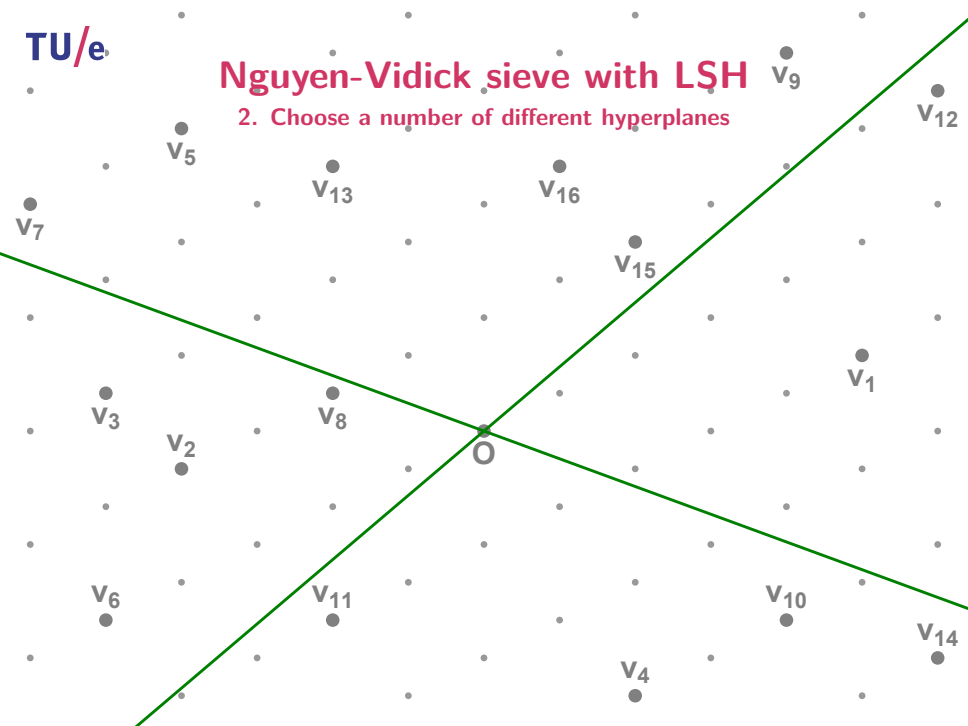
Nguyen-Vidick sieve with LSH

2. Choose a number of different hyperplanes



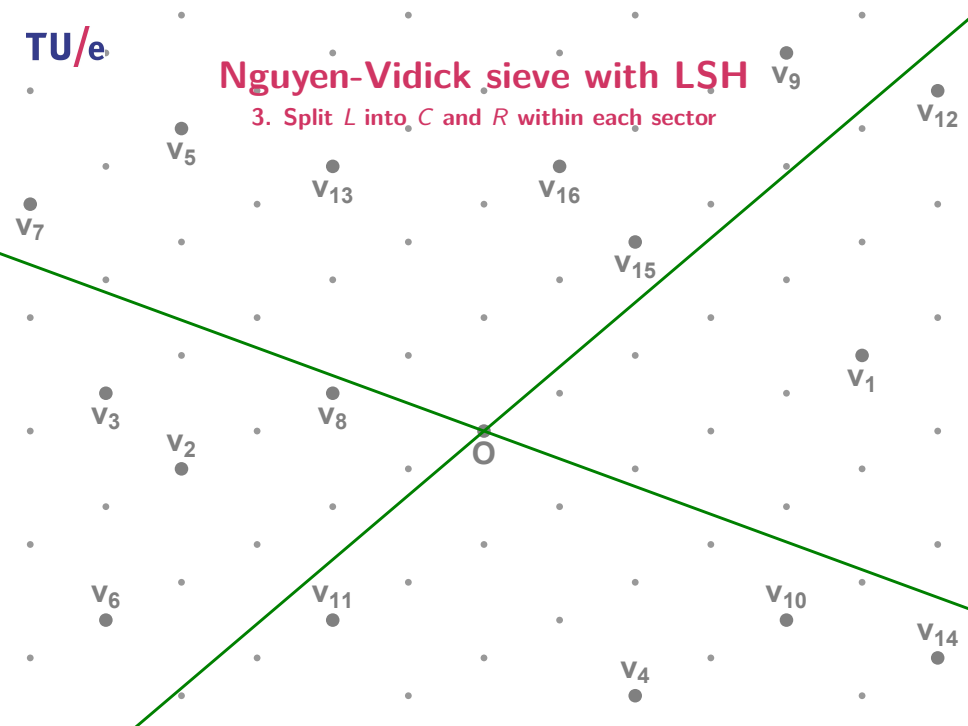
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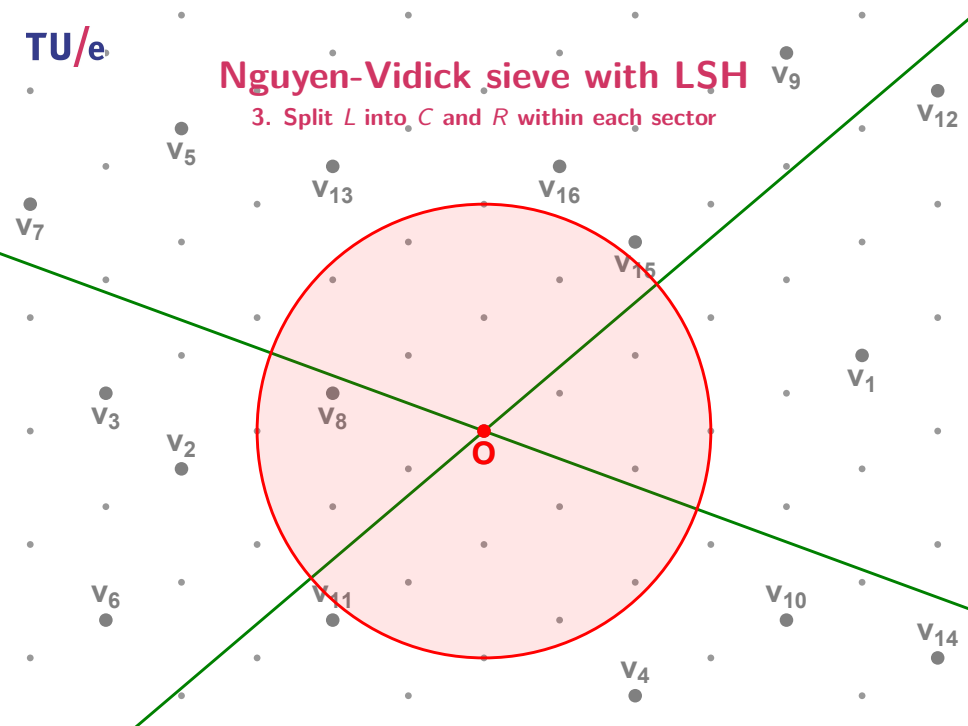
Nguyen-Vidick sieve with LSH

3. Split L into C and R within each sector



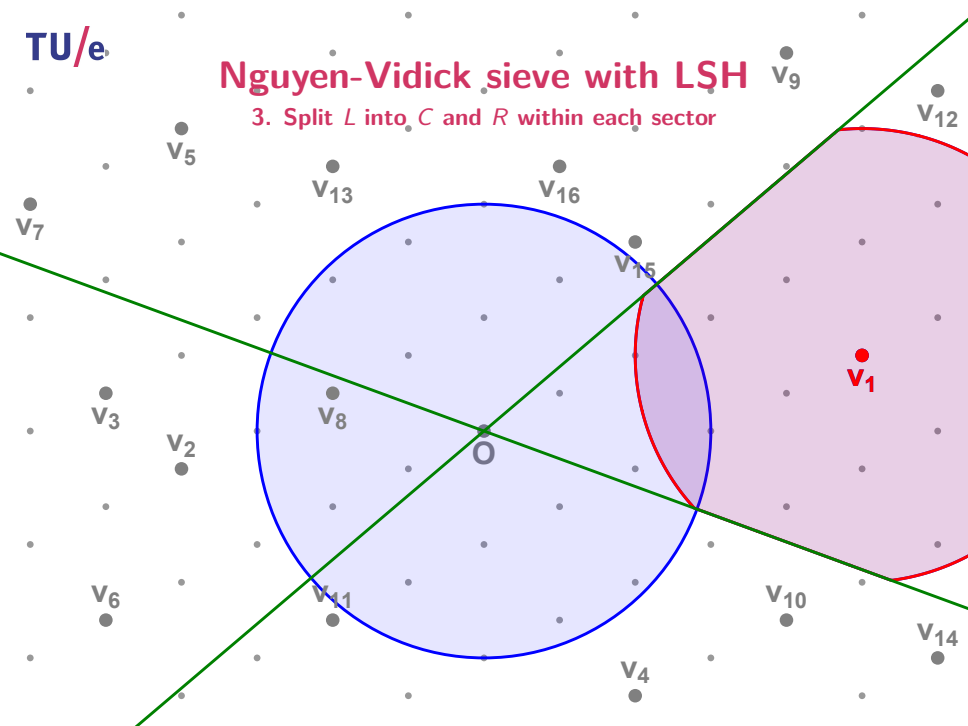
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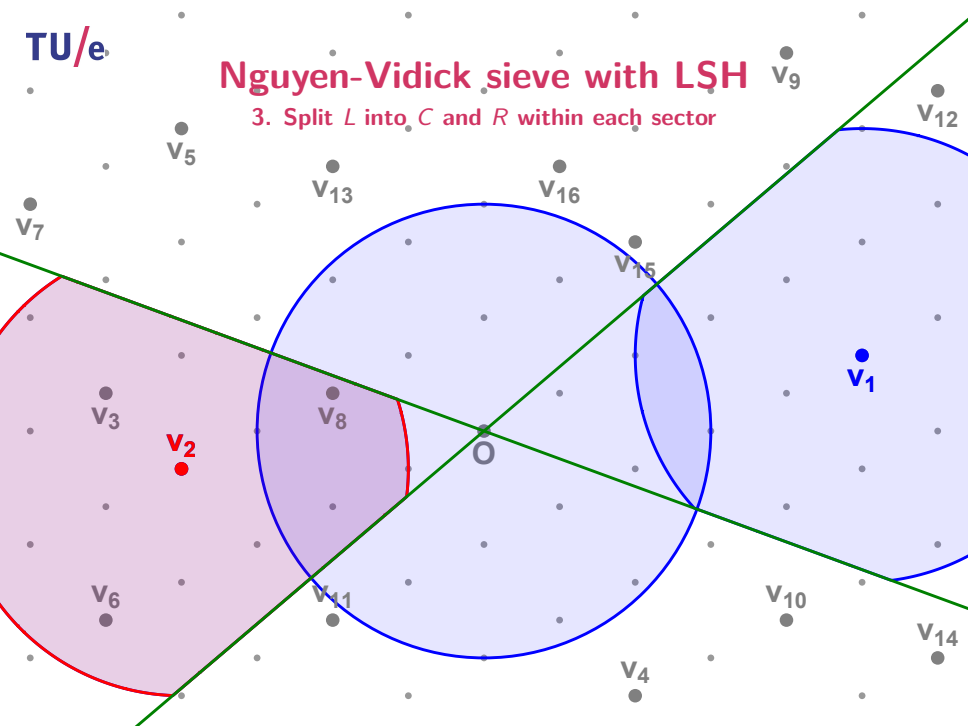
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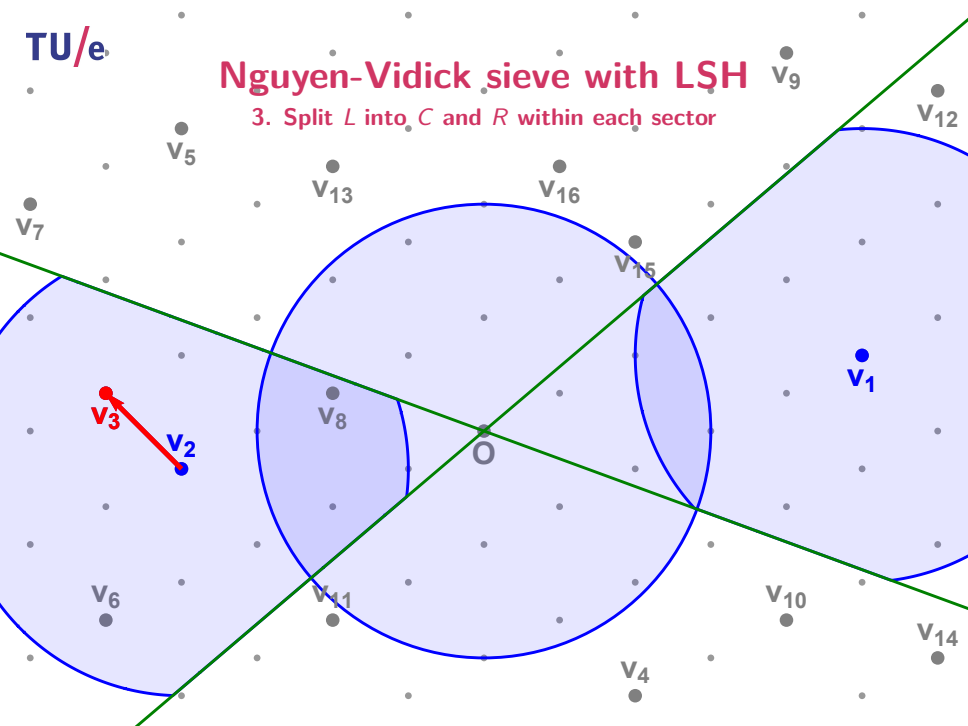
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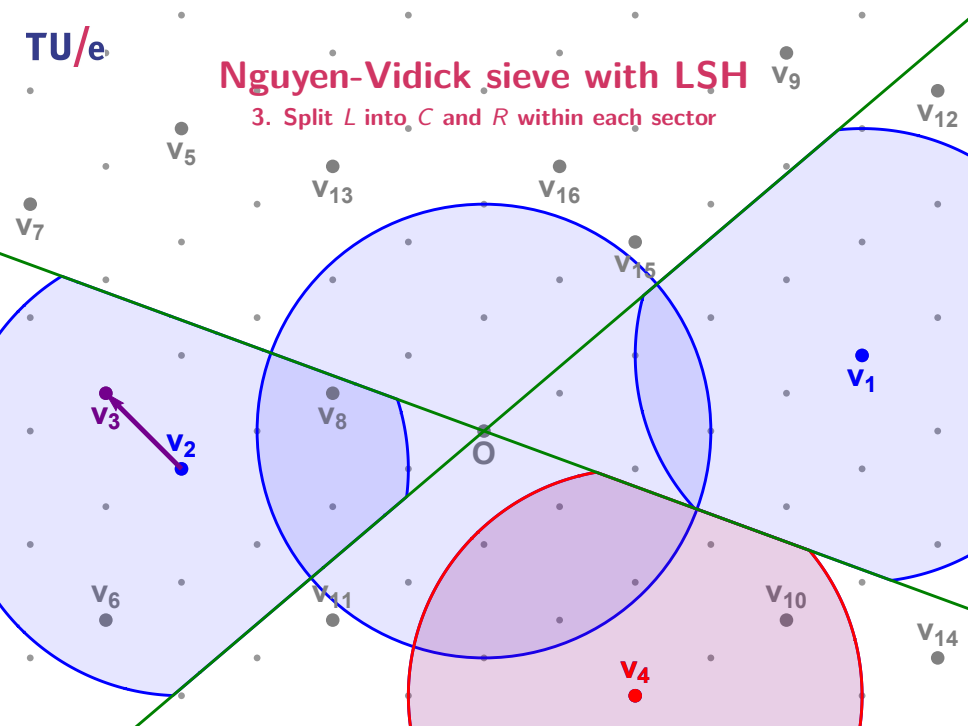
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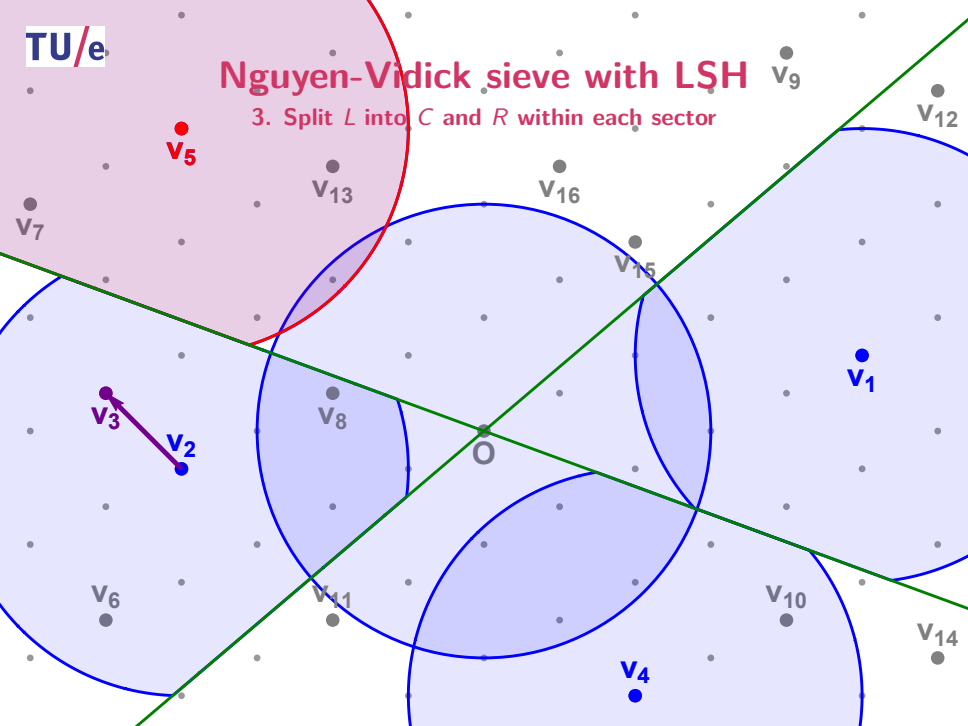
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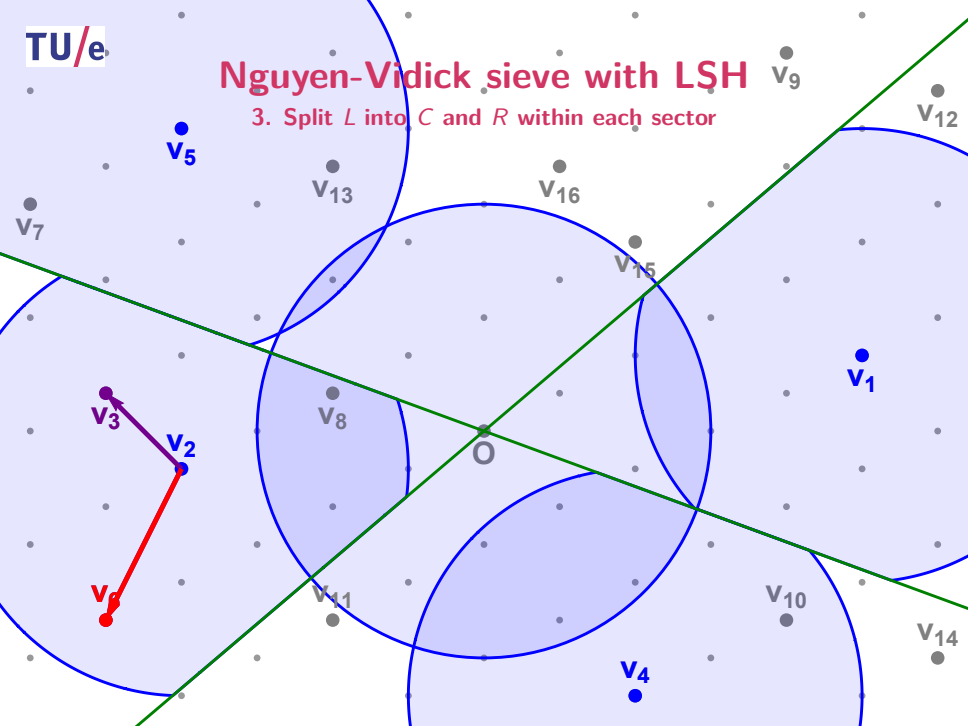
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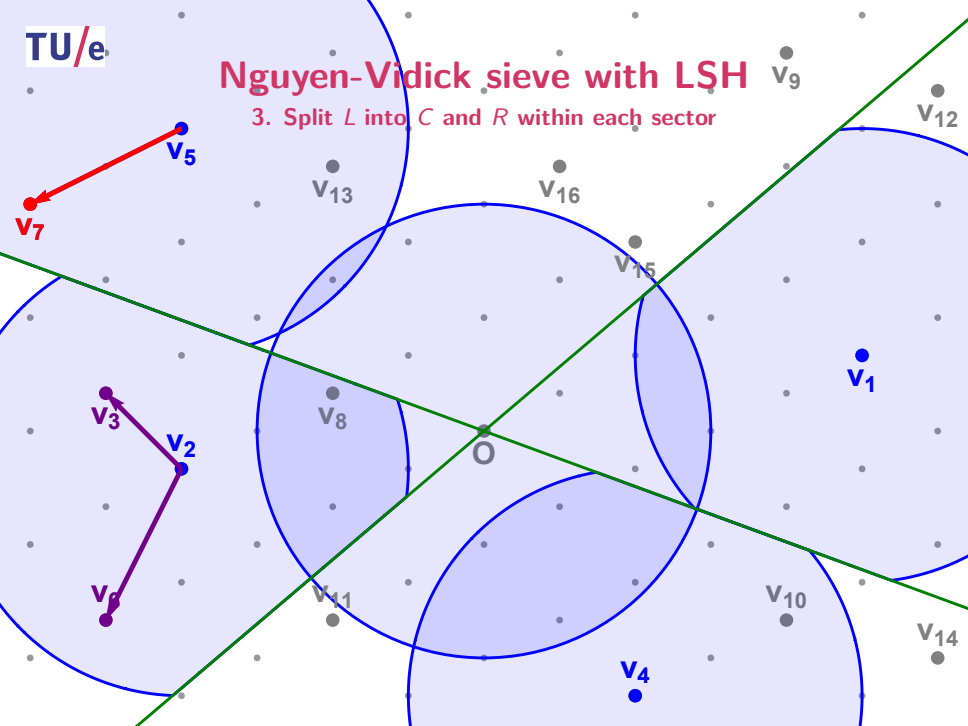
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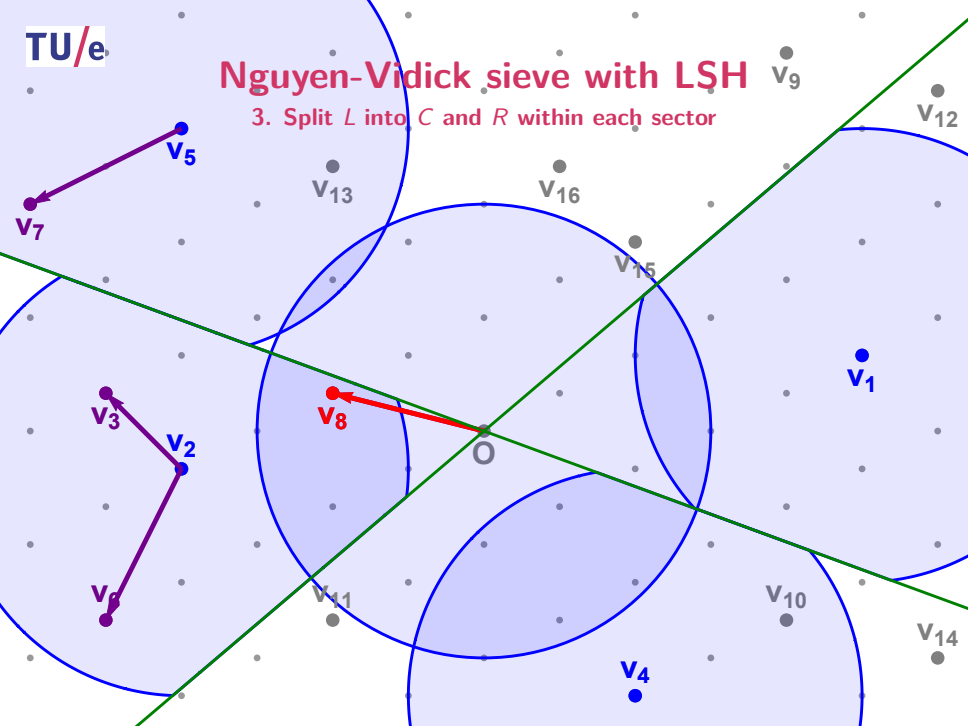
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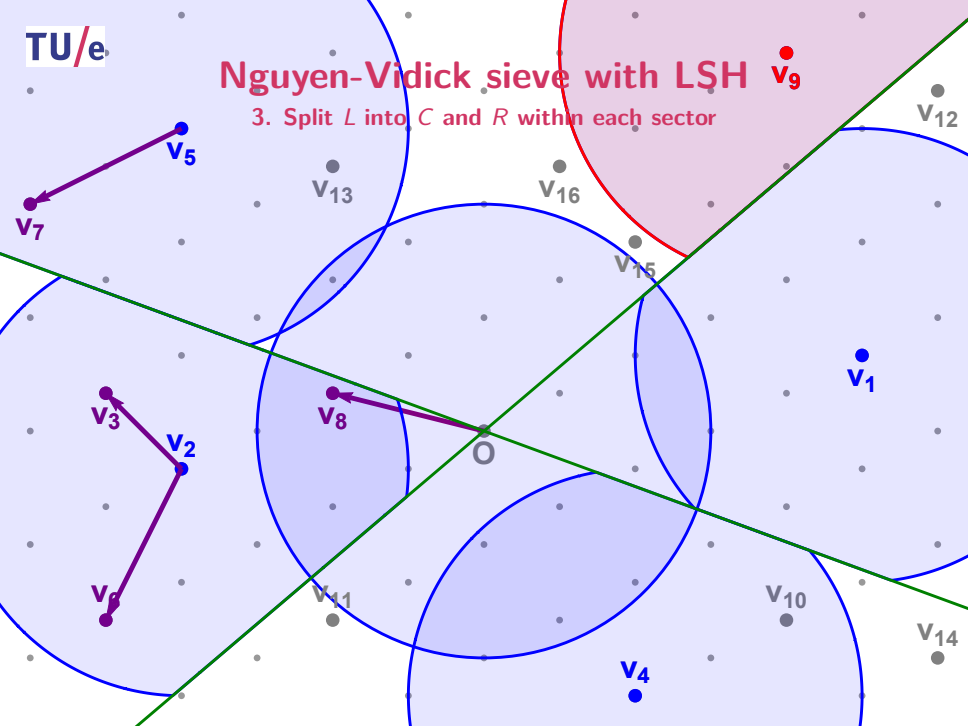


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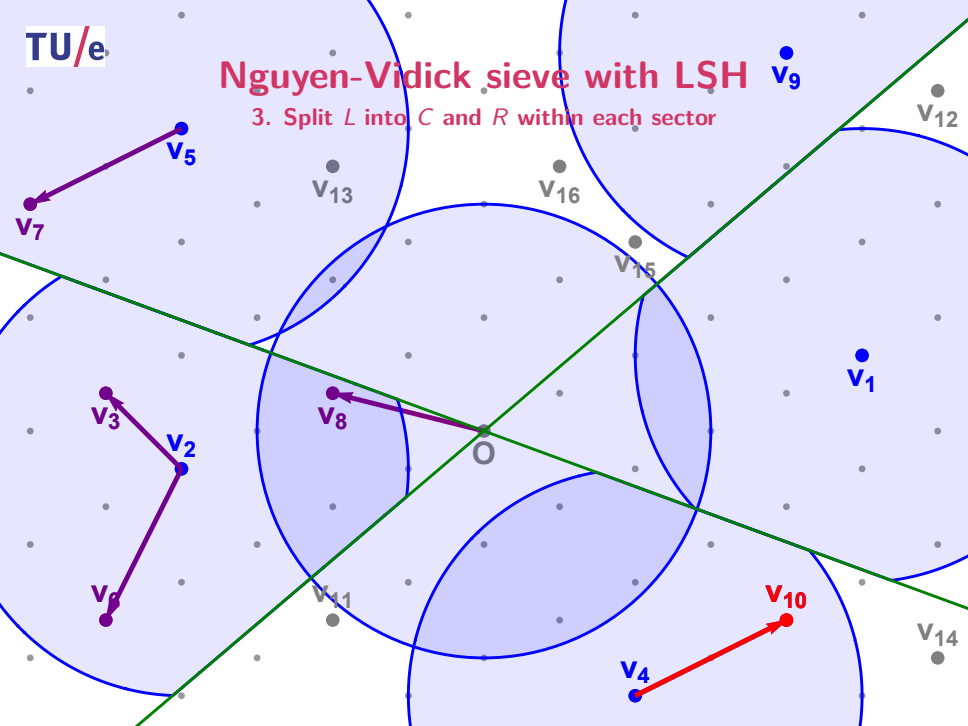


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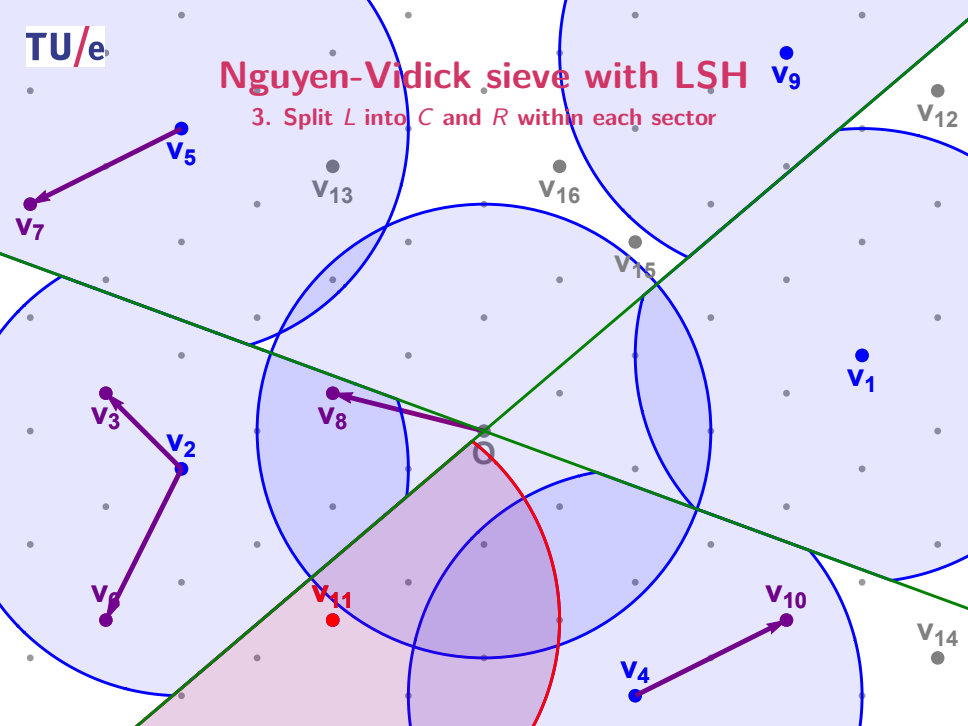
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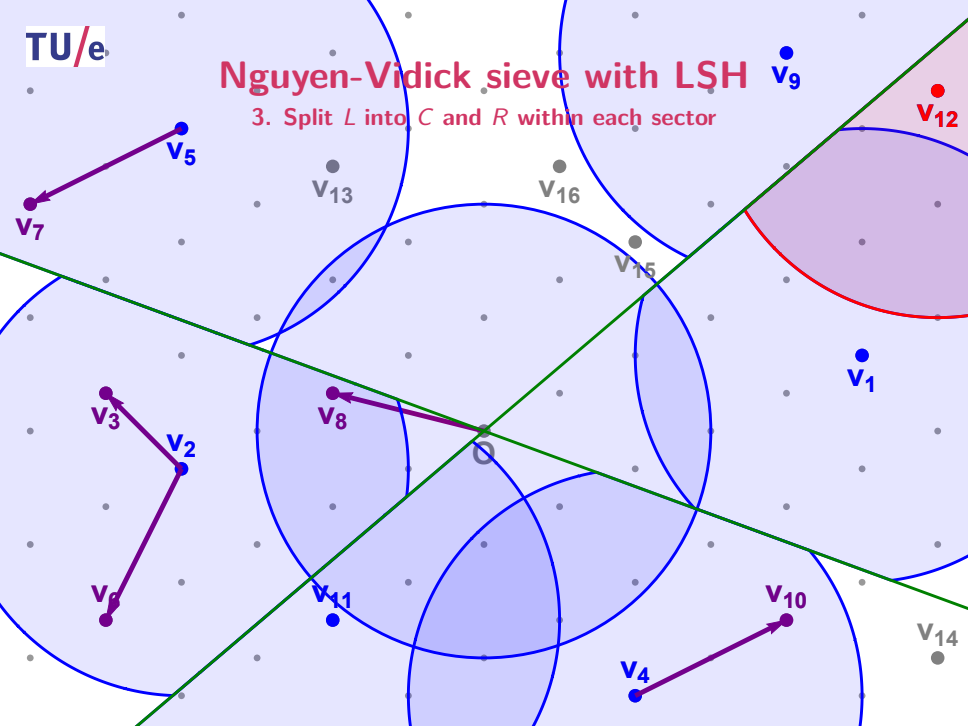
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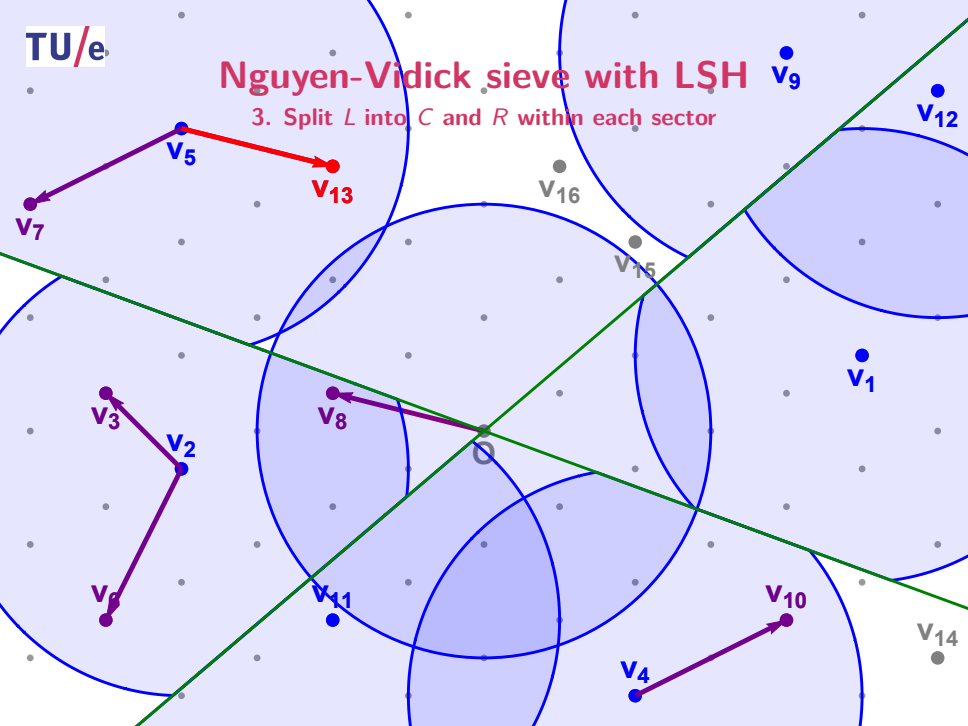
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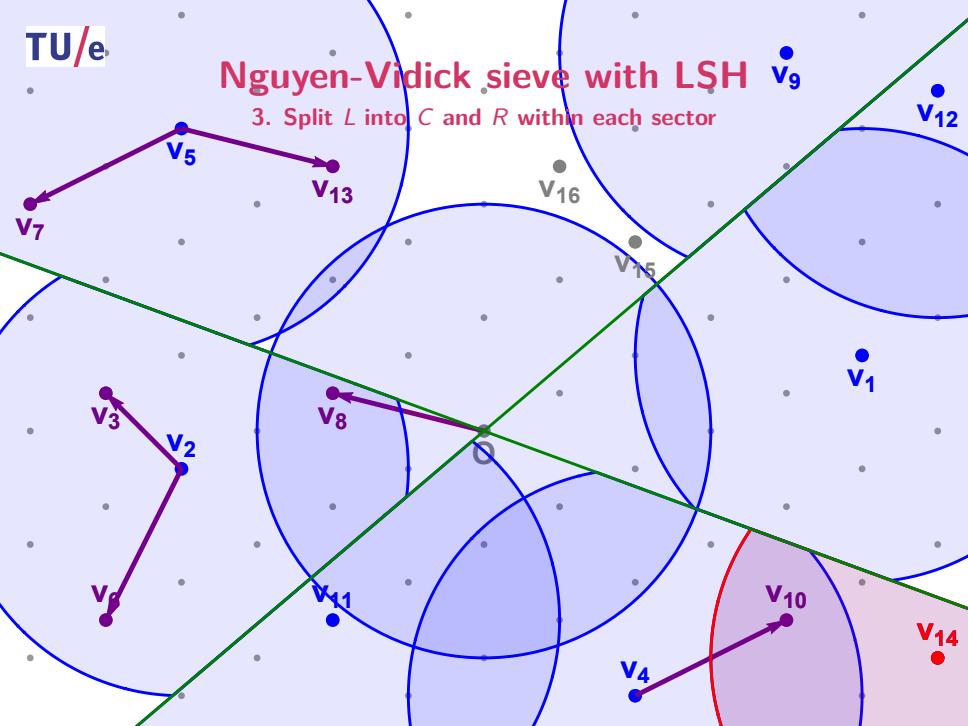
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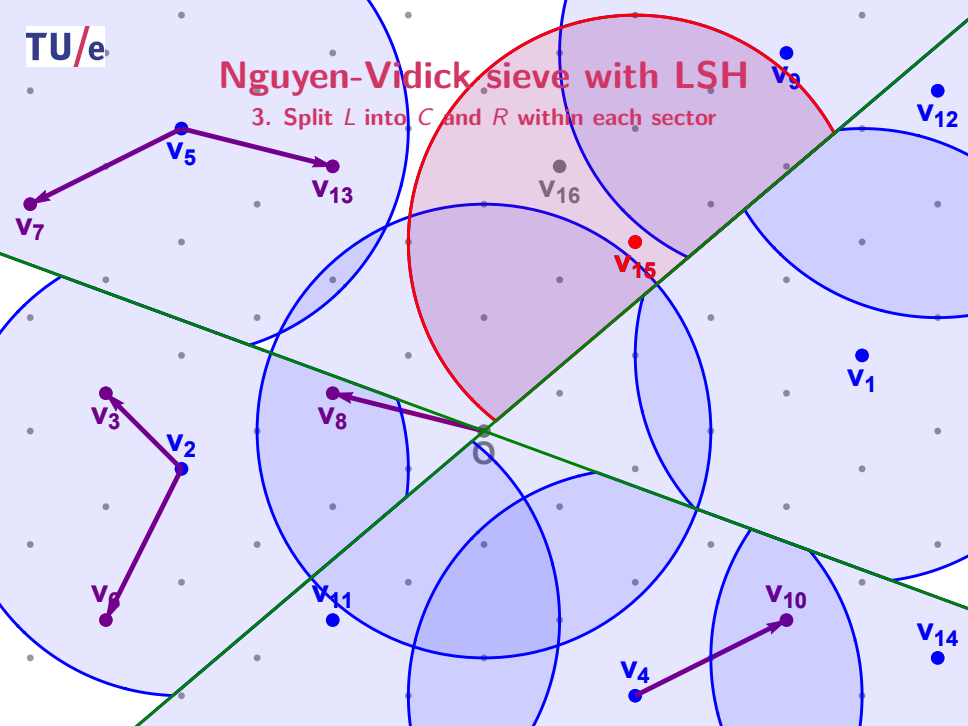
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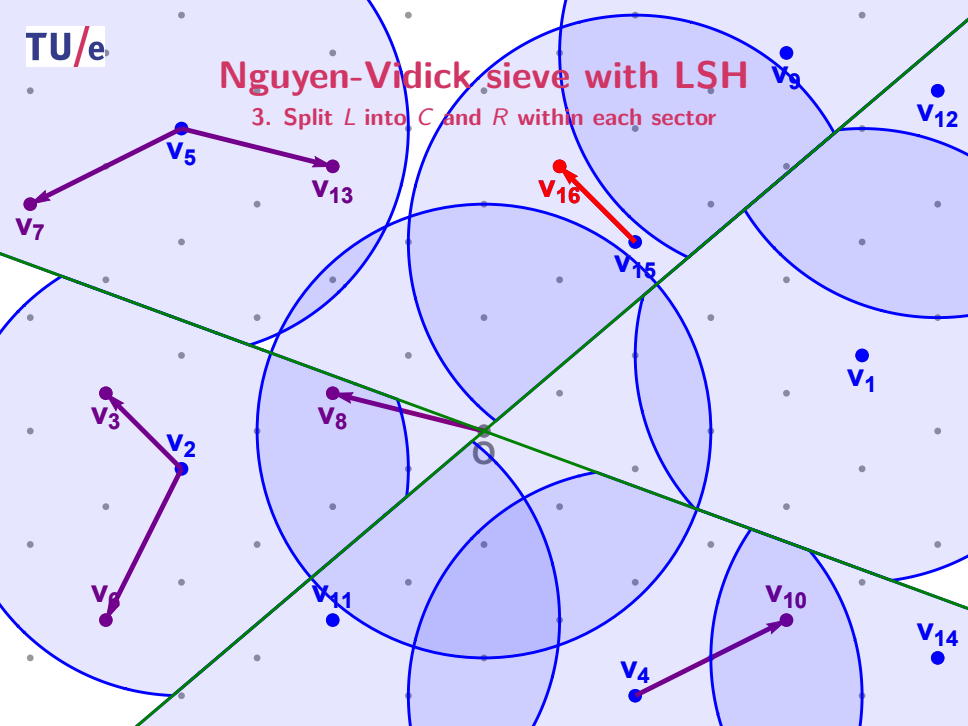
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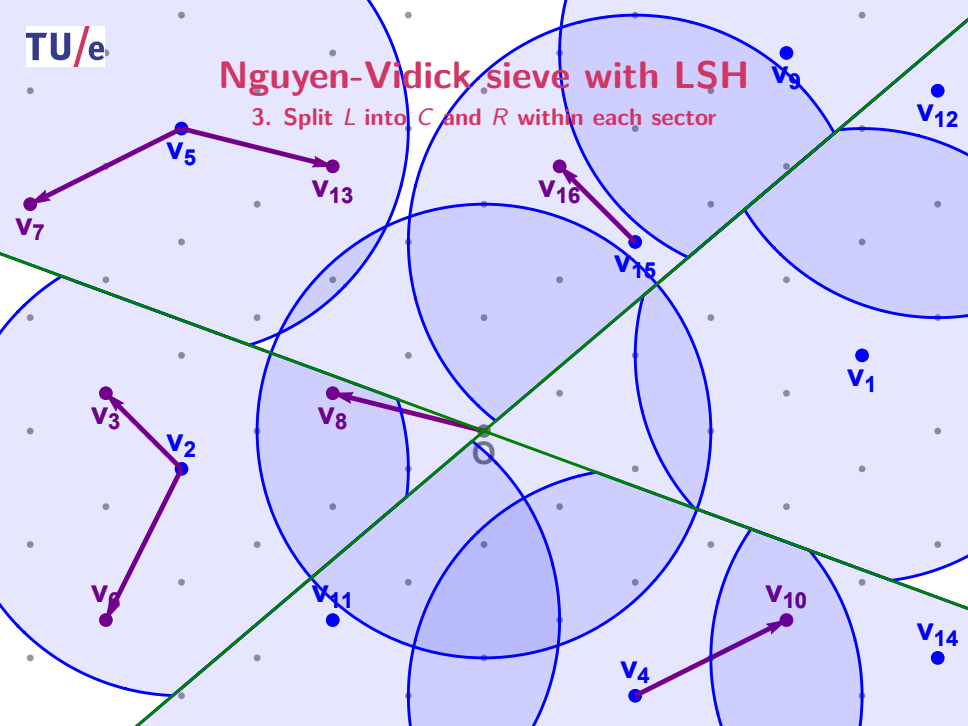
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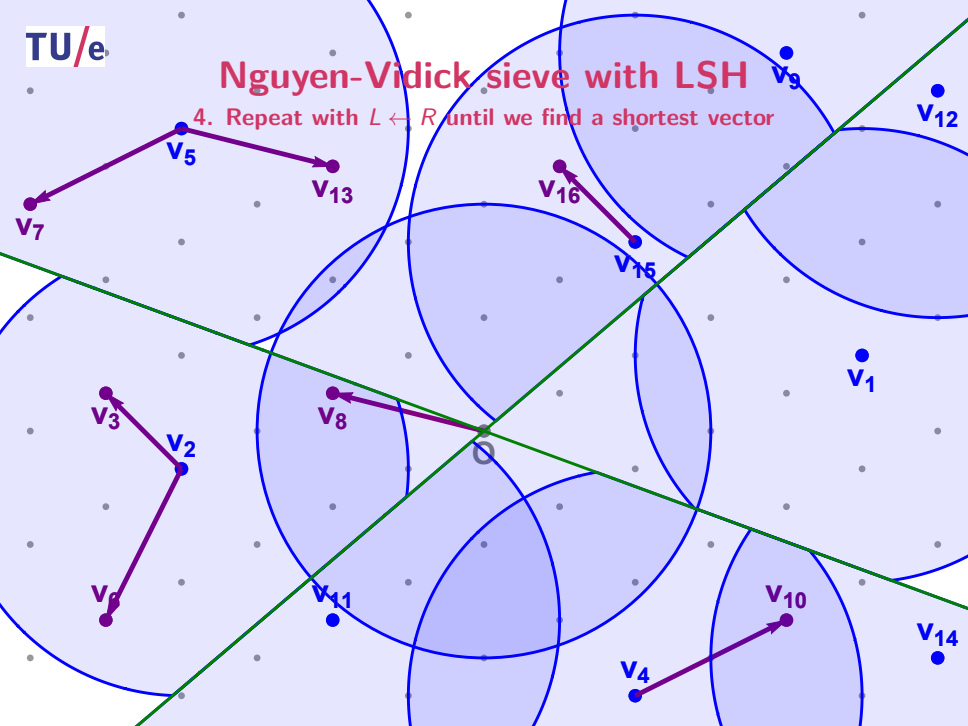
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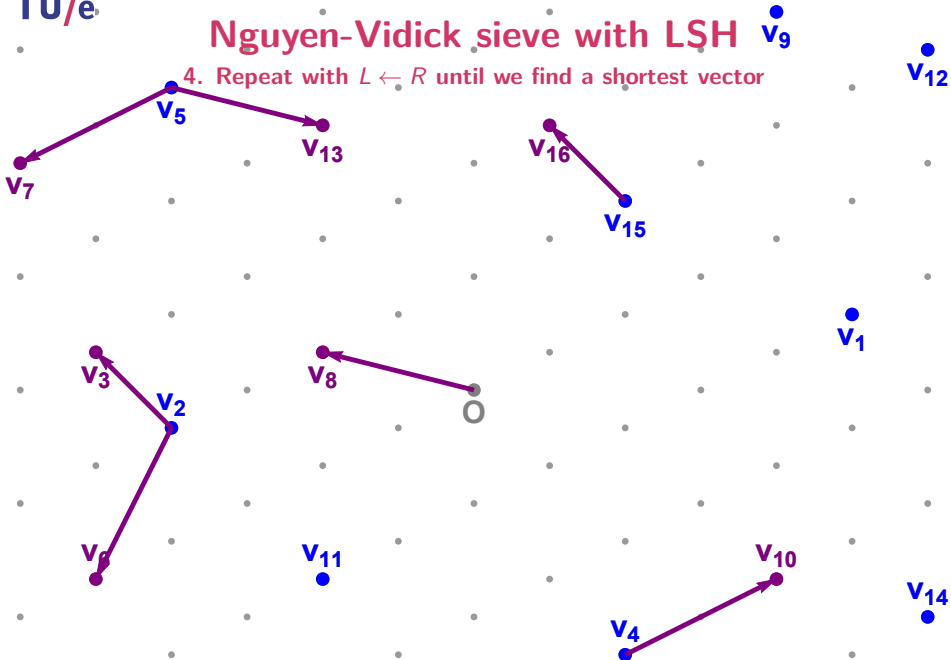
Nguyen-Vidick sieve with LSH

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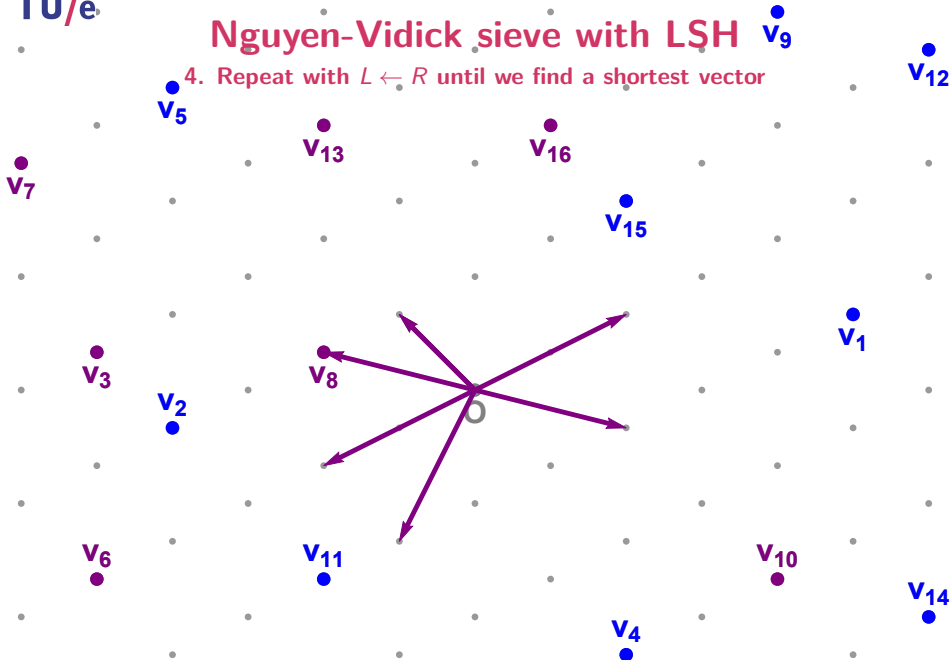
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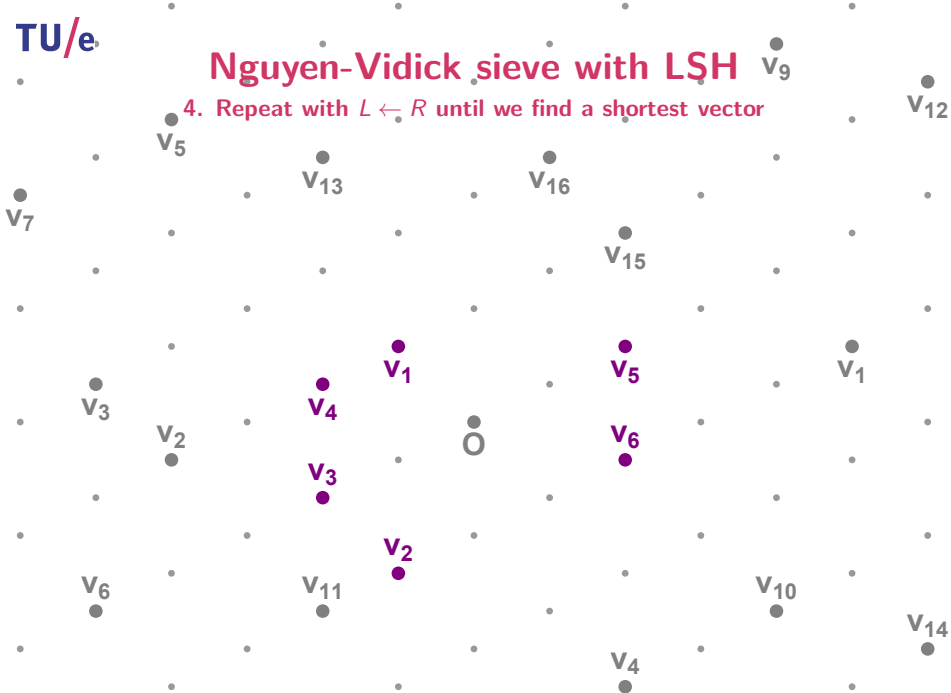
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Nguyen-Vidick sieve with LSH

Overview



Nguyen-Vidick sieve with LSH

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- Two parameters to tune
 - ▶ $k = O(n)$: Number of hyperplanes, leading to 2^k regions
 - ▶ $t = 2^{O(n)}$: Number of different, independent “hash tables”

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Sieving with LSH runs in time $2^{0.34n+o(n)}$ and space $2^{0.34n+o(n)}$.

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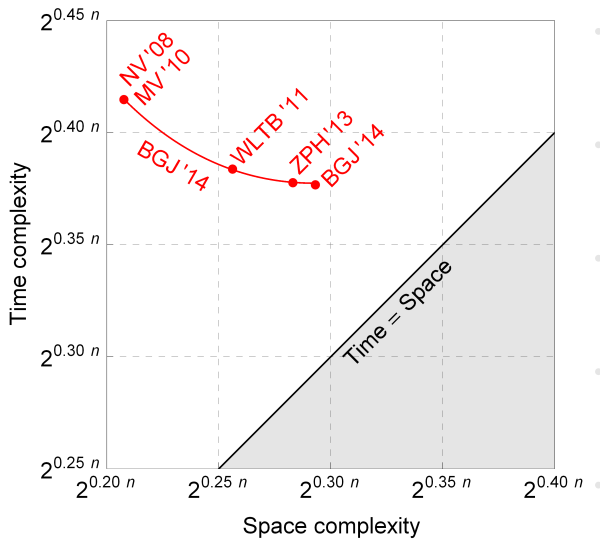
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Full details online at <http://eprint.iacr.org/2014/744>

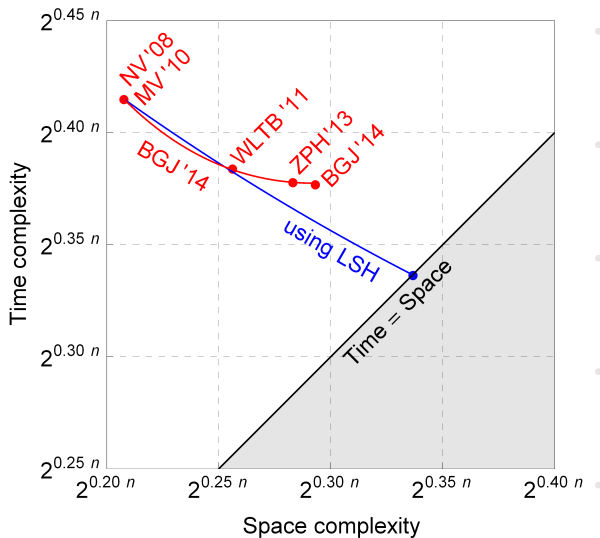
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Sieving with LSH

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Questions

