# New Algorithms for Learning 

 in Presence of Errors
## Sanjeev Arora, Rong Ge Princeton University

## Hard(?) Problems



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Treasure shall be found at u
$u \cdot(0,1,0,1,1)=0$
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$\square$ Used in designing public-key crypto [Alekhnovich'03]

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- Open problem since [Regev'05]


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$\square$ Learning With Errors
- Subexp algorithm when noise < $\mathrm{n}^{1 / 2}$
- Open problem since [Regev'05]
$\square$ Majority of 3 parities
- Can inverse with $\mathrm{O}\left(\mathrm{n}^{2} \log \mathrm{n}\right)$ queries.
- Pseudorandom generator purposed in [ABW'10]


## Structures as Polynomials

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$\square P(c)=c_{1} c_{2} c_{3} \ldots c_{m}=0$
$\square$ "No 3 consecutive wrong inner-products"
$\square \mathrm{P}(\mathrm{c})=\mathrm{C}_{1} \mathrm{c}_{2} \mathrm{C}_{3}+\mathrm{C}_{2} \mathrm{C}_{3} \mathrm{c}_{4}+\ldots+\mathrm{c}_{\mathrm{m}-2} \mathrm{c}_{\mathrm{m}-1} \mathrm{c}_{\mathrm{m}}=0$

## Notations

$\square$ Subscripts are used for indexing vectors
$-u_{i}, c_{i}$
$\square$ Superscripts are used for a list of vectors

- $\mathrm{a}^{\mathrm{i}}$
$\square$ High dimensional vectors are indexed like $\mathrm{Z}_{\mathrm{i}, \mathrm{j}, \mathrm{k}}$
$\square \mathrm{a}, \mathrm{b}$ are known constants, $\mathrm{u}, \mathrm{c}$ are unknown constants used in analysis, $x, y, Z$ are variables in equations.

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Answers

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b_{i}=\underbrace{c_{i}+a^{i} \cdot x}_{\left(a^{1} \cdot x+b_{1}\right)\left(a^{2} \cdot x+b_{2}\right)\left(a^{3} \cdot x+b_{3}\right)=0\left(^{*}\right)} c_{1}^{c_{2} c_{3}}=0
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Degree 3 polynomial over x

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Degree 3 polynomial over $x$
Linearization $\mathrm{y}_{1}=\mathrm{x}_{1}, \mathrm{y}_{2}=\mathrm{x}_{2}, \ldots, \mathrm{y}_{1,2}=\mathrm{x}_{1} \mathrm{x}_{2}, \ldots, \mathrm{y}_{1,2,3}=\mathrm{x}_{1} \mathrm{x}_{2} \mathrm{x}_{3}$

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\mathrm{a}^{1}{ }_{1} \mathrm{a}^{2} \mathrm{a}^{3}{ }_{3} \mathrm{y}_{1,2,3}+\ldots+\mathrm{b}_{1} \mathrm{~b}_{2} \mathrm{~b}_{3}=0 \quad(* *)
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$$

Linear Equations over y

$$
\left({ }^{* *}\right)=L\left(\left(^{*}\right)\right)
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## Canonical Solution

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$\square\left(\mathrm{a}^{1} \cdot \mathrm{x}+\mathrm{b}_{1}\right)\left(\mathrm{a}^{2} \cdot \mathrm{x}+\mathrm{b}_{2}\right)\left(\mathrm{a}^{3} \cdot \mathrm{x}+\mathrm{b}_{3}\right)=0\left(^{*}\right)$

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- Always satisfied when $\mathrm{y}_{1}=\mathrm{u}_{1}, \mathrm{y}_{2}=\mathrm{u}_{2}, \ldots, \mathrm{y}_{1,2,3}=\mathrm{u}_{1} \mathrm{u}_{2} \mathrm{u}_{3}$
$\square$ Canonical Solution: $\mathrm{y}_{1}=\mathrm{u}_{1}, \mathrm{y}_{2}=\mathrm{u}_{2}, \ldots, \mathrm{y}_{1,2,3}=\mathrm{u}_{1} \mathrm{u}_{2} \mathrm{u}_{3}$


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$\square$ Coming up: This is the only solution to the system of linear equations


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$\square \operatorname{Pr}[f i x$ y sat. all equations] = extremely small
$\square$ Union bound over all "non-canonical" solutions.

Tensor-expansion

## Tensor-expansion

$\left(a^{1} \cdot x+b_{1}\right)\left(a^{2} \cdot x+b_{2}\right)\left(a^{3} \cdot x+b_{3}\right)=0\left(^{*}\right)$

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$\left(a^{1} \cdot X+c_{1}\right)\left(a^{2} \cdot X+c_{2}\right)\left(a^{3} \cdot X+c_{3}\right)=0 \quad a, c:$ numbers; $X$ : variable

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& \left(a^{1} \cdot(x+u)+c_{1}\right)\left(a^{2} \cdot(x+u)+c_{2}\right)\left(a^{3} \cdot(x+u)+c_{3}\right)=0 \\
& \left(a^{1} \cdot X+c_{1}\right)\left(a^{2} \cdot X+c_{2}\right)\left(a^{3} \cdot X+c_{3}\right)=0 \quad a, c \text { :numbers; } x \text { : variable } \\
& a^{1} a^{2} a^{3} \cdot x^{3}+c_{1} a^{2} a^{3} \cdot X^{2}+\ldots+c_{1} c_{2} c_{3}=0
\end{aligned}
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$\left(a^{1} \otimes a^{2} \otimes a^{3}\right) Z^{3}=0$

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& \left(\mathrm{a}^{1} \cdot \mathrm{X}+\mathrm{c}_{1}\right)\left(\mathrm{a}^{2} \cdot \mathrm{X}+\mathrm{c}_{2}\right)\left(\mathrm{a}^{3} \cdot \mathrm{X}+\mathrm{c}_{3}\right)=0 \quad \mathrm{a}, \mathrm{c}: \text { numbers; } \mathrm{X}: \text { variable } \\
& \mathrm{a}^{1} \mathrm{a}^{2} \mathrm{a}^{3} \cdot \mathrm{X}^{3}=0 \quad\left(a^{1} \cdot x\right)\left(a^{2} \cdot x\right)=\left(a^{1} \otimes a^{2}\right)(x \otimes x) \\
& \left(a^{1} \otimes a^{2} \otimes a^{3}\right) Z^{3}=0 \\
& \mathrm{Z}^{3}=0 \Leftrightarrow \mathrm{y} \text { is the canonical solution }
\end{aligned}
$$

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$\square$ Schwartz-Zippel
- The polynomial is non-zero w.p. at least $2^{-d}$


## Main Lemma $\rightarrow$ Theorem

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Non-Canonical Solution


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Non-zero $Z^{3}$ vector, $\operatorname{Poly}(\mathrm{a})=0$ for all equations

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Non-zero $Z^{3}$ vector, Poly(a) $=0$ for all equations


Union Bound

Low Probability

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Non-zero $Z^{3}$ vector, Poly(a) $=0$ for all equations
Schwartz-Zippel Union Bound

With High Probability

## Main Lemma $\rightarrow$ Theorem

## No Non-Canonical Solutions



With High Probability

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## Adversarial Noise

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$\square$ Structure = "not all inner-products are incorrect" Secret $u=(1,0,1,1,1) \quad u \cdot(0,1,0,1,1)=011$


Pretend $(0,1,1,0,0) \longrightarrow 3 u \cdot(0,1,1,0,0)=110$

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## Handling Adversarial Noise

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$\square$ Apply the white-noise algorithm

## Handling Adversarial Noise

$\square \mathrm{C}$

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\begin{gathered}
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$\square$ Apply the white-noise algorithm
Canonical Solution: still satisfied
Non-Canonical: cannot be satisfied because noise $c=(0,0,0)$ is always present

## Learning With Errors

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$\square$ Provable reduction from worst case lattice problems

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$\square$ When $\delta=\Omega\left(\mathrm{n}^{1 / 2}\right)$ lattice problems can be reduced to LWE [Regev09]

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$\square$ Cor: When $\delta=o\left(n^{1 / 2}\right)$, LWE has a subexponential time algorithm


## Thm $\rightarrow$ Cor



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In LWE:
$\left.\operatorname{Pr[|c|>K} \delta^{2}\right]<\exp \left(-O\left(K^{2} \delta^{2}\right)\right)$


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Negligible difference between LWE and LWSE, Algorithm still success with high probability

## Open Problems

$\square$ Non-trivial algorithm for the original model using linearization
$\square$ Possible lower bound for special kind of linear equation systems
$\square$ Improve the algorithm for learning with errors?

## Thank You

Questions?

