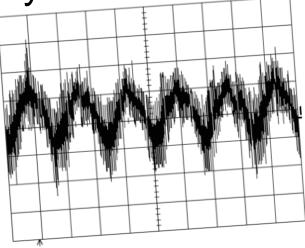
New Algorithms for Learning in Presence of Errors

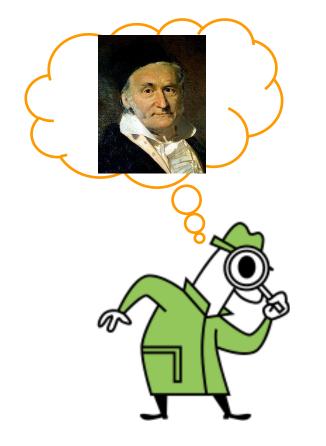
Sanjeev Arora, Rong Ge Princeton University



Treasure shall be found at u

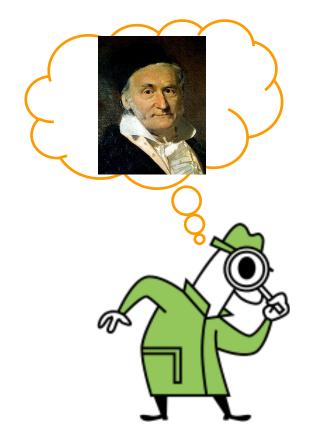
 $u \cdot (0,1,0,1,1) = 0$ $u \cdot (1,1,0,1,0) = 1$ $u \cdot (0,1,1,0,0) = 1$





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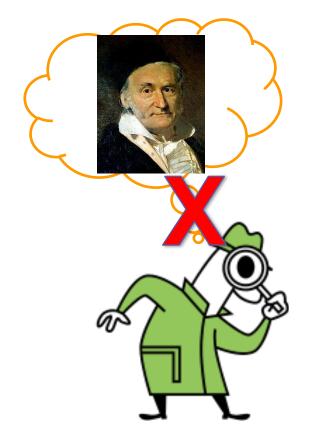
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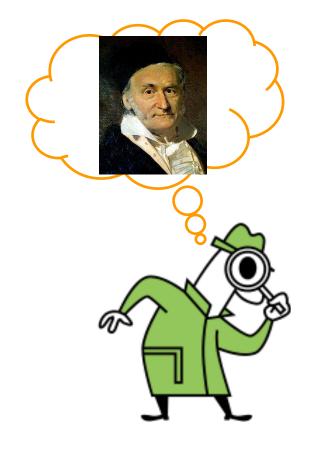
At least 90% of above are satisfied



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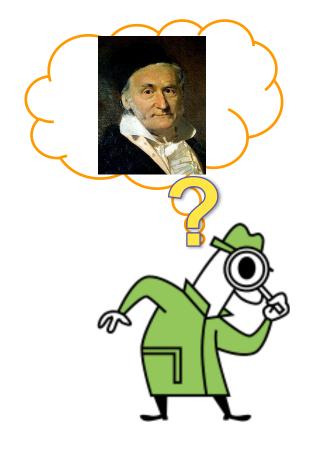
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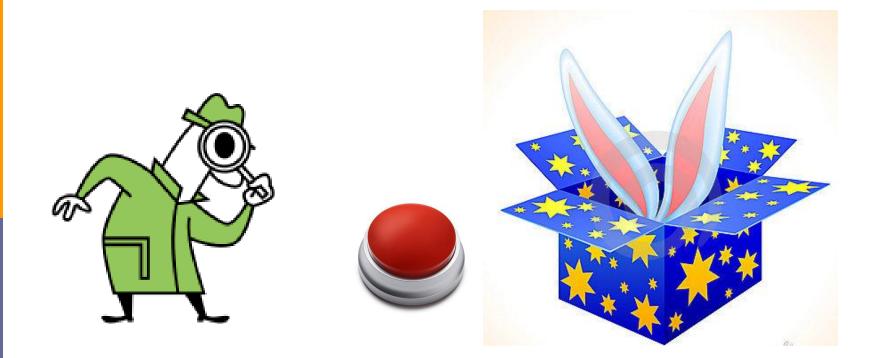
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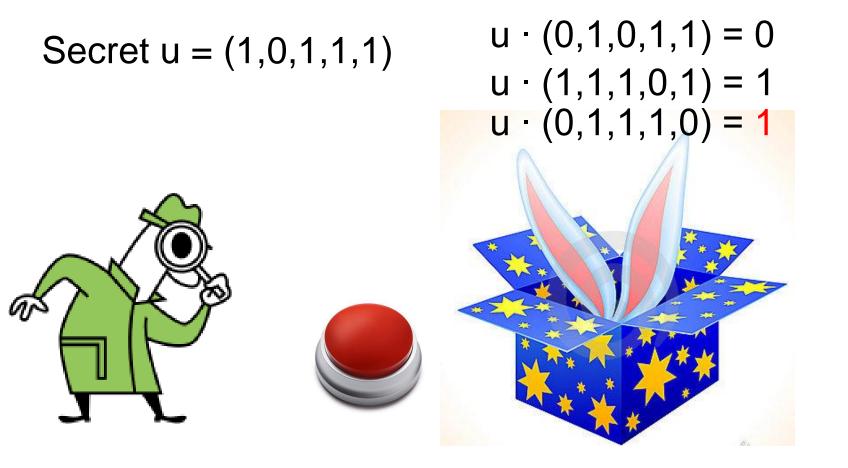
Secret u = (1,0,1,1,1) $u \cdot (0,1,0,1,1) = 0$



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Secret vector u in GF(2)ⁿ

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- Used in designing public-key crypto [Alekhnovich'03]





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Can the secret be learned in polynomial time?

Learning parities with structured noise

n^{O(d)} time, adversarial noise

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 - Open problem since [Regev'05]

Learning parities with structured noise

n^{O(d)} time, adversarial noise

Learning With Errors

- Subexp algorithm when noise < n^{1/2}
- Open problem since [Regev'05]
- Majority of 3 parities
 - Can inverse with O(n²log n) queries.
 - Pseudorandom generator purposed in [ABW'10]

Structures as Polynomials

- □ c_i=1 iff i-th inner-product is incorrect
 - $\bullet b_i = a^i \cdot u + c_i$

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 P(c) = c₁c₂c₃...c_m = 0
 "No 3 consecutive wrong inner-products"
 - $P(c) = c_1 c_2 c_3 + c_2 c_3 c_4 + \dots + c_{m-2} c_{m-1} c_m = 0$

Notations

- Subscripts are used for indexing vectors
 - U_i, C_i
- Superscripts are used for a list of vectors
 aⁱ
- High dimensional vectors are indexed like Z_{i,j,k}
- a, b are known constants, u, c are unknown constants used in analysis, x, y, Z are variables in equations.

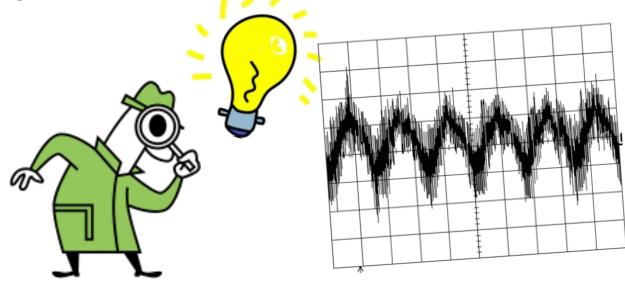
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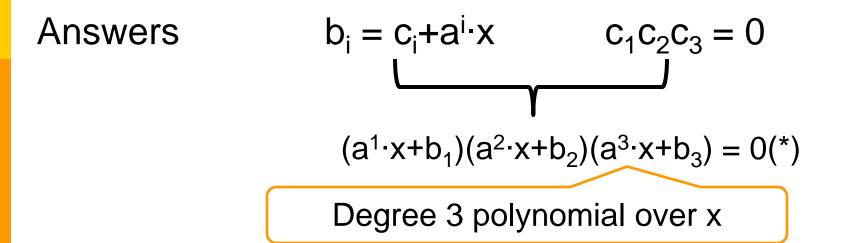
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Linearization $y_1 = x_1, y_2 = x_2, ..., y_{1,2} = x_1 x_2, ..., y_{1,2,3} = x_1 x_2 x_3$

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Linear Equations over y
 $(**) = L((*))$

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- Canonical Solution: $y_1 = u_1, y_2 = u_2, \dots, y_{1,2,3} = u_1 u_2 u_3$
- Coming up: This is the only solution to the system of linear equations

Express (*) and (**) in a special form

Tensor-Expansion

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Change view: treat y as constants, a as variables

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 Union bound over all "non-canonical" solutions.

$$(a^1 \cdot x + b_1)(a^2 \cdot x + b_2)(a^3 \cdot x + b_3) = 0(*)$$

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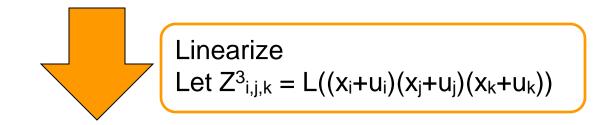
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Linearize
Let
$$Z^{3}_{i,j,k} = L((x_i+u_i)(x_j+u_j)(x_k+u_k))$$

 $(a^1 \otimes a^2 \otimes a^3)Z^3 = 0$

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$$(a^1 \otimes a^2 \otimes a^3)Z^3 = 0$$

 $Z^3 = 0 \Leftrightarrow y$ is the canonical solution

$(a^1 \otimes a^2 \otimes a^3)Z^3 = 0$ Linear Equation over y variables

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Polynomial over a's

Uniformly random

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 Linear Equation over y variables
 $Z^3(a^1 \otimes a^2 \otimes a^3) = 0$ Polynomial over a's
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Lemma

When Z³≠0 (y non-canonical), the equation is a non-zero polynomial over a's

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 Linear Equation over y variables

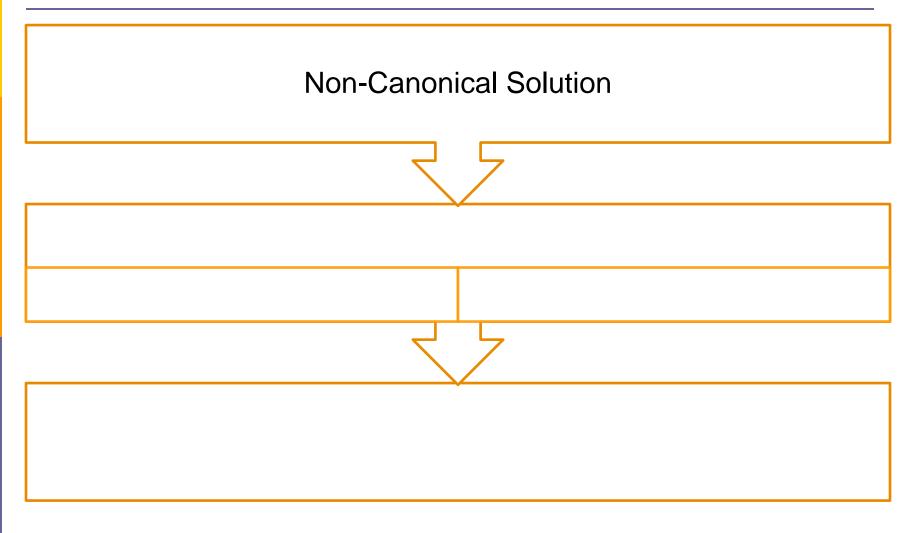
$$Z^3(a^1 \otimes a^2 \otimes a^3) = 0$$

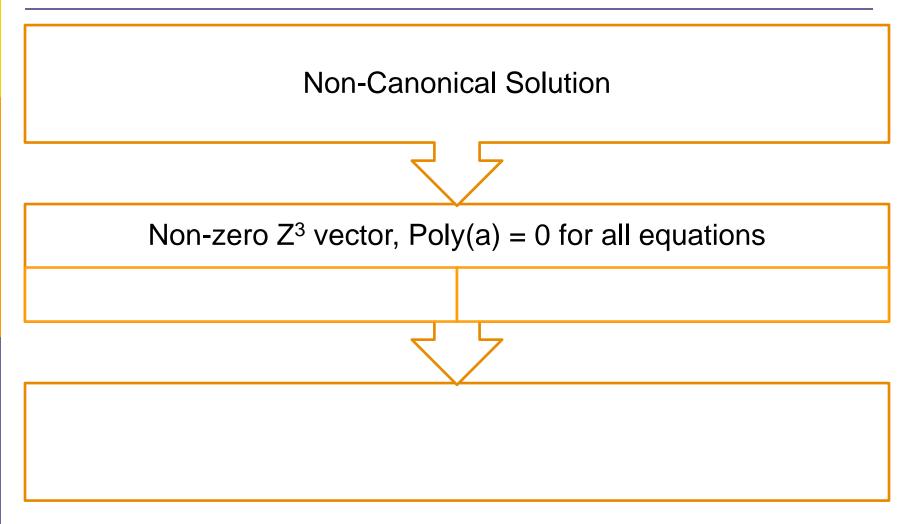
Polynomial over a's

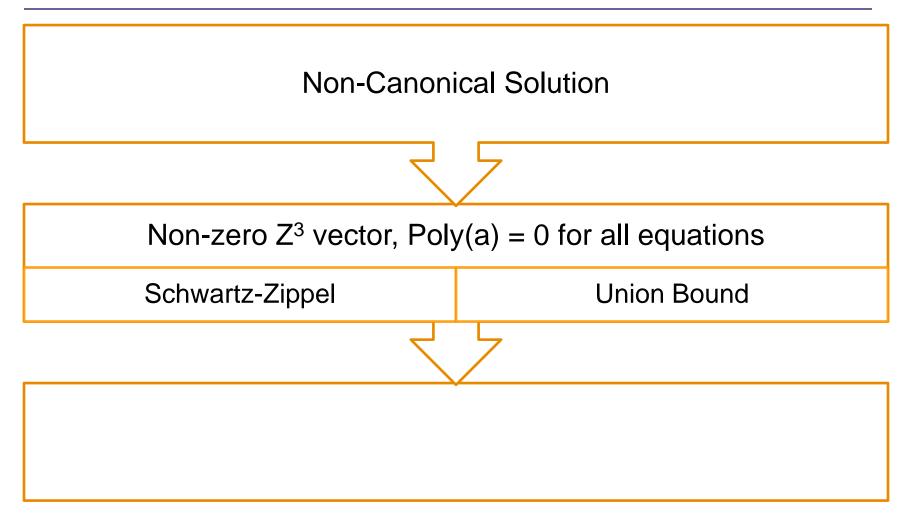
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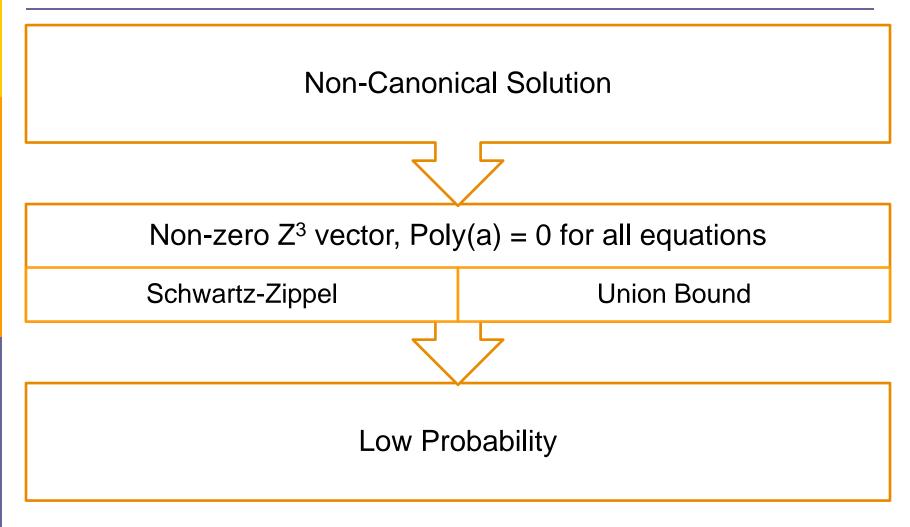
Lemma

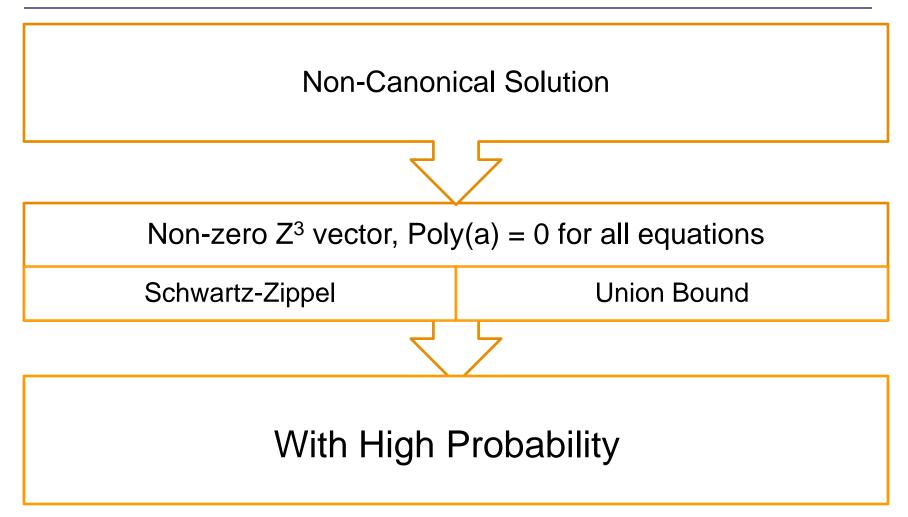
- When Z³≠0 (y non-canonical), the equation is a nonzero polynomial over a's
- Schwartz-Zippel
 - The polynomial is non-zero w.p. at least 2^{-d}











No Non-Canonical Solutions

Non-zero Z³ vector, F

Schwartz-Zippel

= 0 for all equations

Union Bound

With High Probability

No Non-Canonical Solutions

Non-zero Z³ vector, F

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Union Bound

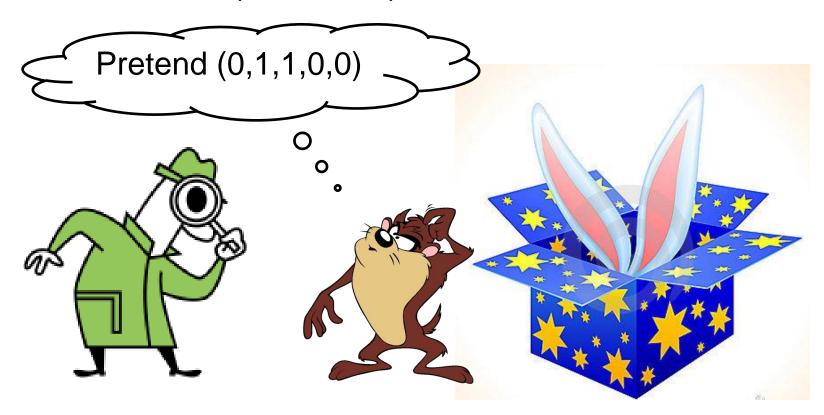
With High Probability

Structure = "not all inner-products are incorrect"

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

The adversary can fool ANY algorithm for some structures.

- The adversary can fool ANY algorithm for some structures.
- Thm: If exists c that cannot be represented as c = c¹+c², P(c¹)=P(c²)=0,

the secret can be learned in n^{O(m)} time otherwise no algorithm can learn the secret

Compute polynomial R, $R(c) = 0 \Leftrightarrow c = c_1 + c_2, P(c_1) = P(c_2) = 0$

- □ Compute polynomial R, $R(c) = 0 \iff c = c_1 + c_2, P(c_1) = P(c_2) = 0$
- For each oracle answer (A,b), generate a group of oracle answers (A, b+c') for all P(c') = 0.

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Apply the white-noise algorithm

$$P = c_1 c_2 + c_2 c_3 + c_3 c_1$$

$$R = c_1 c_2 c_3$$

For each oracle answer (A,b), generate a group of oracle answers (A, b+c') for all P(c') = 0.

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$$b = (0,0,1), (1,0,1), (1,1,1), (1,0,0)$$

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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

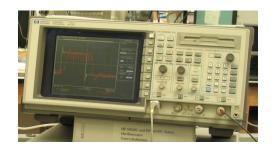
Used in designing new crypto systems

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- Resistant to "side channel attacks"

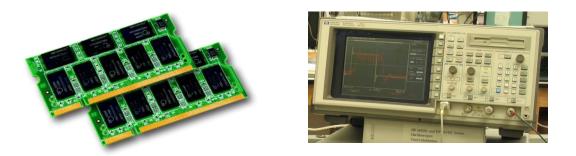
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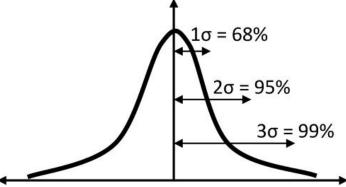
Provable reduction from worst case lattice problems

 \Box Secret u in \mathbb{Z}_q^n

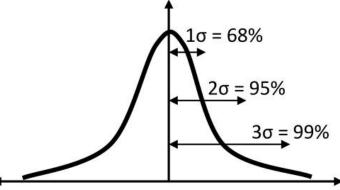
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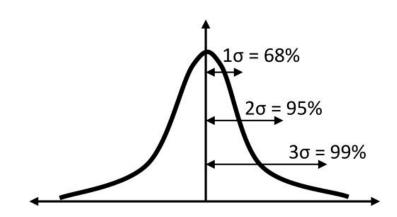
When δ = Ω(n^{1/2}) lattice problems can be reduced to LWE [Regev09]

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 - e.g. |c| < δ²
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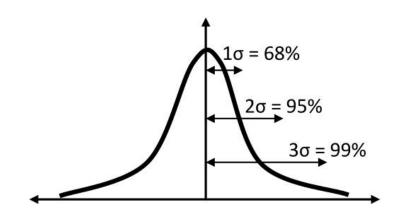
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- Cor: When δ = o(n^{1/2}), LWE has a subexponential time algorithm





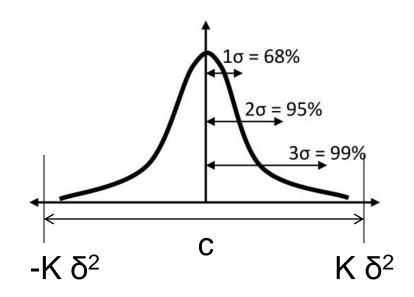


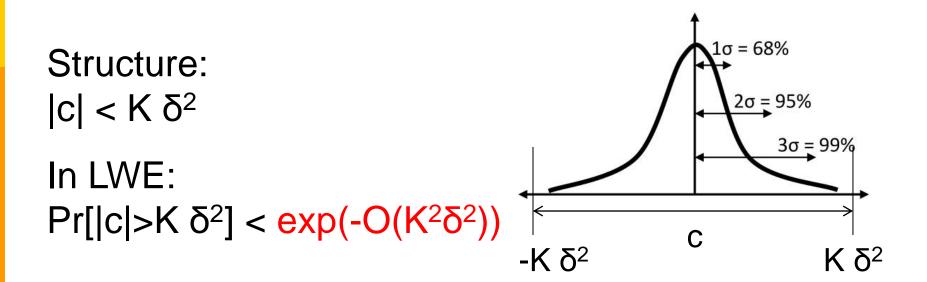
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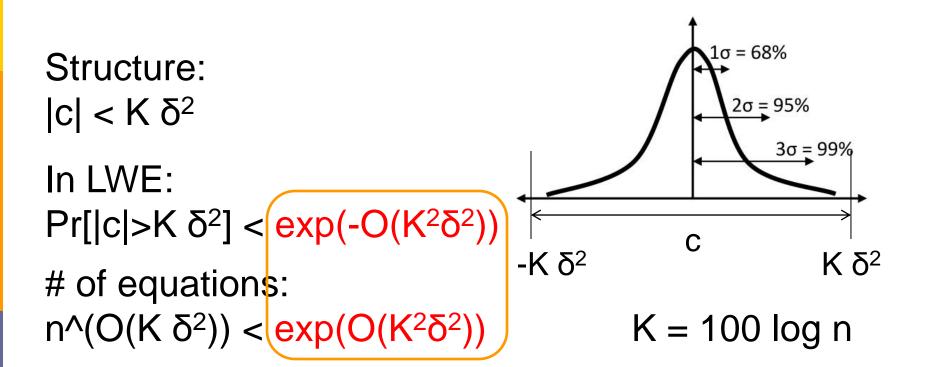


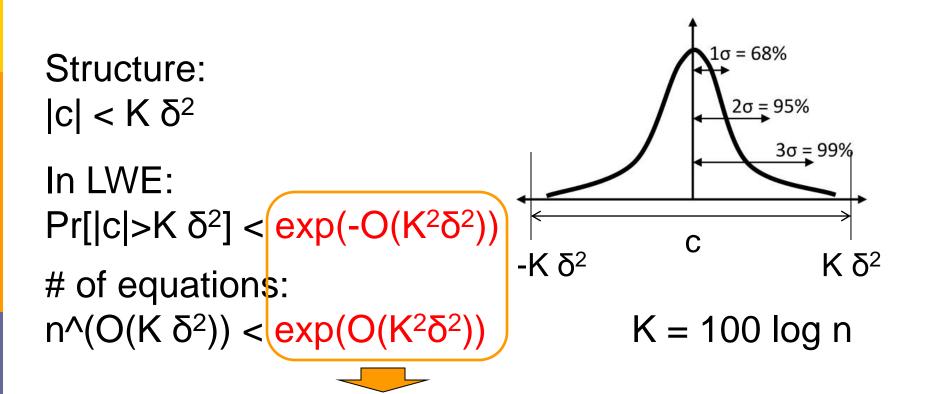
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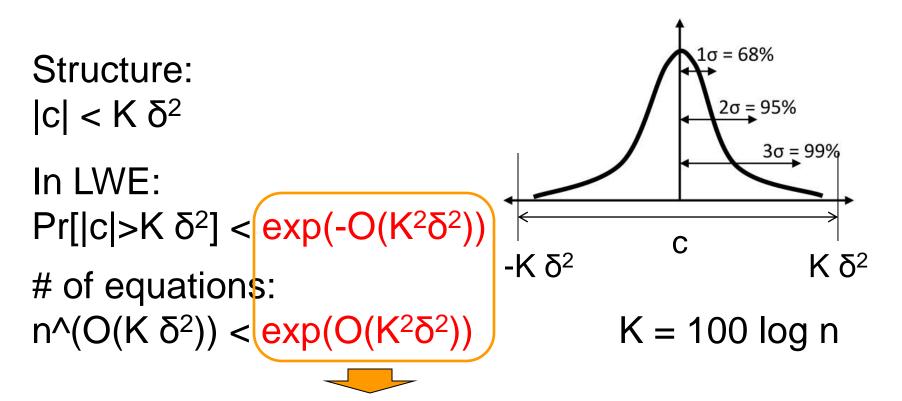




Structure: $|c| < K \delta^2$ In LWE: $Pr[|c|>K \delta^2] < exp(-O(K^2\delta^2))$ # of equations: $n^(O(K \delta^2)) < exp(O(K^2\delta^2))$ $K = 100 \log n$







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

Open Problems

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

Thank You

Questions?