

# Hermitian lattices reduction

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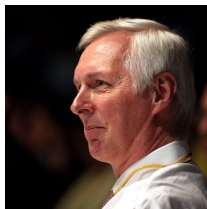
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- Part I: LLL algorithm for hermitian lattices
- Part II: Representations of fractional ideals

The theory of euclidean lattices and its algorithmic approach are well-known, but there are few studies of the algorithmic side for hermitian lattices.



H. Lenstra



A. Lenstra



L. Lovász

The inventors of the LLL algorithm

## ① Introduction

## ② Hermitian lattices over a quadratic euclidean number field

## ③ LLL-reduction

- LLL-reduction for hermitian lattices

- Usefulness for the SVP

- Computing LLL-reduced basis

## ④ Probabilistic analysis

- Average case

- Experimental results

Let  $K = \mathbb{Q}(i\sqrt{d})$  with  $d \in \{1, 2, 3, 7, 11\}$  and  $\mathbb{Z}_K$  be its maximal order.

## Definition

A subgroup  $\Lambda$  of  $\mathbb{C}^m$  is called a  $\mathbb{Z}_K$ -lattice if there exists  $(e_1, \dots, e_m)$  a  $\mathbb{C}$ -basis of  $\mathbb{C}^m$  such that  $\Lambda = \mathbb{Z}_K e_1 \oplus \dots \oplus \mathbb{Z}_K e_m$ .

A  $\mathbb{Z}_K$ -lattice in  $\mathbb{C}^m$  may be described as a  $\mathbb{Z}$ -lattice in  $\mathbb{R}^{2m}$ .

## Definition

The minimal norm of  $\Lambda$  is  $\lambda_1(\Lambda) = \min_{x \in \Lambda \setminus \{0\}} \|x\|^2$ .

**How to compute  $\lambda_1(\Lambda)$  and a minimal vector of  $\Lambda$  ?**

# LLL-reduction for hermitian lattices

Let  $\mathcal{E} = (e_1, \dots, e_m)$  be a  $\mathbb{C}$ -basis of  $\mathbb{C}^m$ . We denote by  $e_i^*$  and  $\mu_{i,j}$  its Gram-Schmidt orthogonalization.

Let  $0 < m_K < \delta < 1$ , where  $m_K$  is the euclidean minima of  $K$ :

$$m_K = \sup_{x \in \mathbb{C}} \inf_{y \in \mathbb{Z}_K} |x - y|^2,$$

## Definition

The basis  $\mathcal{E}$  is said  $\delta$ -LLL-reduced if:

$$\begin{cases} |\mu_{i,j}|^2 \leq m_K & \text{for } 1 \leq j < i \leq m, \\ \|e_i^*\|^2 \geq (\delta - |\mu_{i,i-1}|^2) \|e_{i-1}^*\|^2 & \text{for } 2 \leq i \leq m. \end{cases}$$

Computing a LLL-reduced basis of a  $\mathbb{Z}_K$ -lattice allow to approximate its minimal norm by giving a quasi-minimal vector.

## Theorem

Let  $\mathcal{E}$  be a  $\delta$ -LLL-reduced basis of a  $\mathbb{Z}_K$ -lattice  $\Lambda$  in  $\mathbb{C}^m$ . Then

$$\|e_1\|^2 \leq \left( \frac{1}{\delta - m_K} \right)^{m-1} \lambda_1(\Lambda).$$

## Idea [Napias, Gan/Ling/Mow]

The original LLL algorithm (over  $\mathbb{Z}$ ) can be generalised for  $\mathbb{Z}_K$ -lattices.

Therefore, one may compute a  $\delta$ -LLL-reduced basis of a  $\mathbb{Z}_K$ -lattice  $\Lambda$  from one of its basis  $\mathcal{E} = (e_1, \dots, e_m)$  using

$$\mathcal{O} \left( m^4 \log_{\delta} \left( \frac{\lambda_1(\Lambda)^{1/2}}{\|\mathcal{E}\|_{\infty}} \right) \right)$$

operations in  $\mathbb{C}$ .



The bound  $\|e_1\|^2 \leq \left(\frac{1}{\delta - m_K}\right)^{m-1} \lambda_1(\Lambda)$  has been proven using  $|\mu_{i,i-1}|^2 = m_K$ : this is the worst case, which is unrealistic.

## Theorem

Let  $\mathcal{E} = (e_1, \dots, e_m)$  be a basis of a  $\mathbb{Z}_K$ -lattice  $\Lambda$  in  $\mathbb{C}^m$ , to which the  $\delta$ -LLL algorithm is applied. Assuming that the coefficients  $|\mu_{i,i-1}|^2$  of the GSOP of  $\mathcal{E}$  are identically distributed random variables of density  $p$ , we get that:

$$\mathbb{E}(\log(\|e_1\|^2)) \leq \log(\lambda_1(\Lambda)) - (m-1) \int_0^{m_K} \log(\delta - x) p(x) dx.$$

The density  $p$  has been approximated using experimental data.

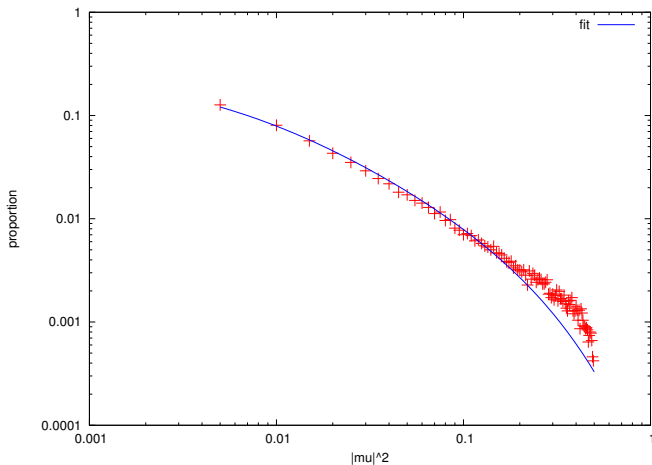
# Experimental results

Simple implementation in GP ( $\approx 400$  lines). Tested on 500 bases in various dimension (50 to 150).

$D$	1	2	3	7	11
$m_K$	0.5	0.75	0.3333333	0.5714286	0.8181818
$\int_0^{m_K} \log(\delta - x)p(x)dx$	- 0.0765100	- 0.09183234	- 0.0708416	- 0.0796641	- 0.0927955
$\frac{1/(\delta - m_K)}{\exp(-\int_0^{m_K} \log(\delta - x)\beta(x)dx)}$	1.8904972	3.8010754	1.4186946	2.2061385	6.3860367

$$p(x) = \begin{cases} \frac{a}{x+b} e^{-x/c} & \text{if } x \in [0, m_K], \\ 0 & \text{otherwise.} \end{cases}$$

# Distribution and interpolation obtained in $\mathbb{Q}(i)$ for $\delta = 0.99$ (logarithmic scale)



Similar results for other fields.

- Part I: LLL algorithm for hermitian lattices
- Part II: Representations of fractional ideals

Let  $K$  be a number field of degree  $d$  and  $\mathbb{Z}_K$  be its ring of integers.

## Definition

A fractional ideal of  $K$  is a  $\mathbb{Z}_K$ -submodule  $\mathfrak{a}$  of  $K$  for which one may find  $\zeta \in \mathbb{Z}_K$  such that  $\zeta\mathfrak{a} \subset \mathbb{Z}_K$ . In this case, one may find a  $\mathbb{Q}$ -basis of  $K$  which is a  $\mathbb{Z}$ -basis of  $\mathfrak{a}$ .

## How to represent ideals in an algorithmic setting?

In PARI/GP:

- HNF representation (`ideallhnf`)  $\rightarrow$  easy to use.
- Two-element representation (`idealtwoelt`)  $\rightarrow$  memory-friendly.

## 5 Introduction

## 6 Matrix representation

## 7 Two-element representation

- naive algorithm

- Strong reduction, variable success rate

- Weak reduction, bounded failure rate

- Experimental results

# Matrix representation

Let  $\mathfrak{a}$  be an integral ideal of  $K$  and  $\omega = (\omega_1, \dots, \omega_d)$  be an integral basis of  $K$ . We consider  $\mathcal{E} = (e_1, \dots, e_d)$  a  $\mathbb{Z}$ -basis of  $\mathfrak{a}$ .

## Matrix representation of $\mathfrak{a}$

The ideal  $\mathfrak{a}$  may be represented  $\mathfrak{a}$  by the coordinates matrix of  $\mathcal{E}$  with respect to  $\omega$ .

It gives a representation of  $\mathfrak{a}$  as an element of  $M_d(\mathbb{Z}) \cap GL_d(\mathbb{Q})$ .

Uniqueness of such a representation is achieved by choosing a specific basis of  $\mathfrak{a}$  (i.e HNF).

# Two-element representation: naive algorithm

Let  $\mathfrak{a}$  be an integral ideal of  $K$ .

## Classical result

Let  $x$  be a non-zero element of  $\mathfrak{a}$ . There exists  $y \in \mathfrak{a}$  such that  $\mathfrak{a} = (x, y)$ . Moreover, an element  $y$  chosen uniformly at random in  $\mathfrak{a}/(x)$  satisfies  $(x, y) = \mathfrak{a}$  with probability:

$$\mathbb{P}[(x, y) = \mathfrak{a}] = \prod_{\mathfrak{p} : v_{\mathfrak{p}}(x) > v_{\mathfrak{p}}(\mathfrak{a})} \left(1 - \frac{1}{\mathcal{N}(\mathfrak{p})}\right) \geq \prod_{\mathfrak{p} | \mathfrak{a}} \left(1 - \frac{1}{\mathcal{N}(\mathfrak{p})}\right).$$

## Problems:

- Maximise the shortness of such a representation.
- **Success rate depends on  $\mathfrak{a}$ .**



# Strong reduction, variable success rate

Lets add a size-reduction condition to the naive algorithm:

## Algorithm 1

- 1 Choose  $x \in \mathfrak{a}$  short (w.r.t the  $T_2$  norm), using the LLL-algorithm.
- 2 Find  $y \in \mathfrak{a}$  such that  $(x, y) = \mathfrak{a}$ , using naïve algorithm.
- 3 Size-reduce  $y$ .

It produces a representation  $(x, y) = \mathfrak{a}$  such that:

$$\max\{\|x\|, \|y\|\} \in \mathcal{O}(\mathcal{N}(\mathfrak{a})^{1/d}).$$

→ Strong reduction, but no changes on the success rate.

Implemented in GP(2C) ( $\approx 100$  lines in C).

# Weak reduction, bounded failure rate

Lets add a size-reduction to the algorithm used in the function `idealtwoelt` of GP:

## Algorithm 2 [Fieker/Sthélé]

- 1 Find  $\mathfrak{b} \subset \mathfrak{a}$  such that  $\mathfrak{p}|\mathfrak{b}$  implies  $\mathcal{N}(\mathfrak{p}) \geq y$ , for  $y$  a well-chosen constant.
- 2 Find a small two-element representation of  $\mathfrak{b}$ , using the previous algorithm.
- 3 Recover a two-element representation of  $\mathfrak{a}$  from the one of  $\mathfrak{b}$ .

It produces a representation  $(x, y) = \mathfrak{a}$  such that:

$$\max\{\|x\|, \|y\|\} \in \mathcal{O}(\mathcal{N}(\mathfrak{a})^{4/d}).$$

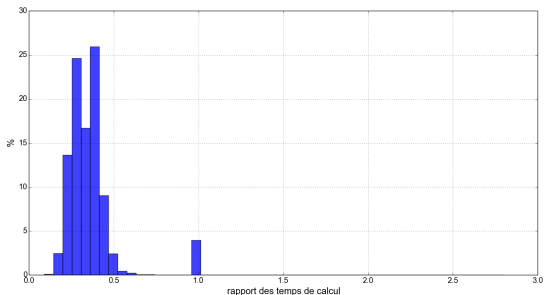
→ Weaker size-reduction, increase of the overall complexity, but the failure rate is bounded (depending on a "success parameter"  $t$ ):

$$\mathbb{P}[\text{failure}] \leq 0.8^t$$

Implemented in GP(2C) ( $\approx 500$  lines in C).

# Heuristic remarks (WiP)

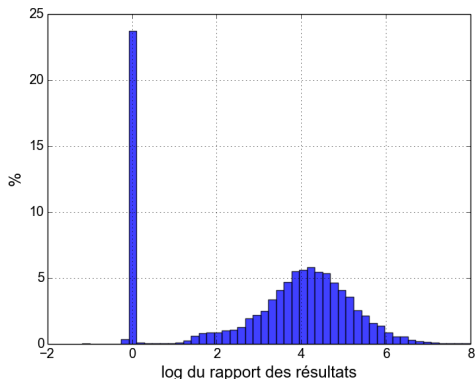
Ratio  $\frac{\text{time algorithm 1}}{\text{time algorithm 2}}$  over all integral ideals of norm  $\leq 5 \cdot 10^4$  in a field of degree 25:



Despite the bounded failure rate, algorithm 2 tends to be way slower than algorithm 1. It seems that the control of the success rate does not outweigh the complexity explosion.

# Heuristic remarks (WiP)

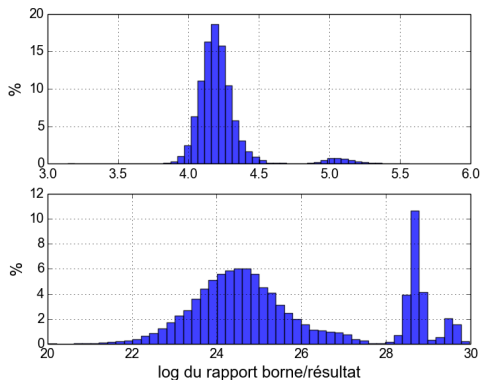
Ratio  $\log \frac{\text{result algorithm 2}}{\text{result algorithm 1}}$  over all integral ideals of norm  $\leq 5 \cdot 10^4$  in a field of degree 25:



As foreseen, algorithm 1 usually produces shorter representations than algorithm 2.

# Heuristic remarks (WiP)

Ratio  $\log \frac{\text{theoretical bound}}{\text{result algorithm}}$  over all integral ideals of norm  $\leq 5 \cdot 10^4$  in a field of degree 25:



The theoretical bounds on the size of the elements seem to be quite large for both algorithms.

# Thanks for listening!

## References:

- Napias: *A generalization of the LLL-algorithm over euclidean rings or orders* (Journal de théorie des nombres de Bordeaux, 1996).
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- Fieker/Stehlé: *Short bases of lattices over number fields* (ANT, 2010).