

Lattice-Based Timed Cryptography

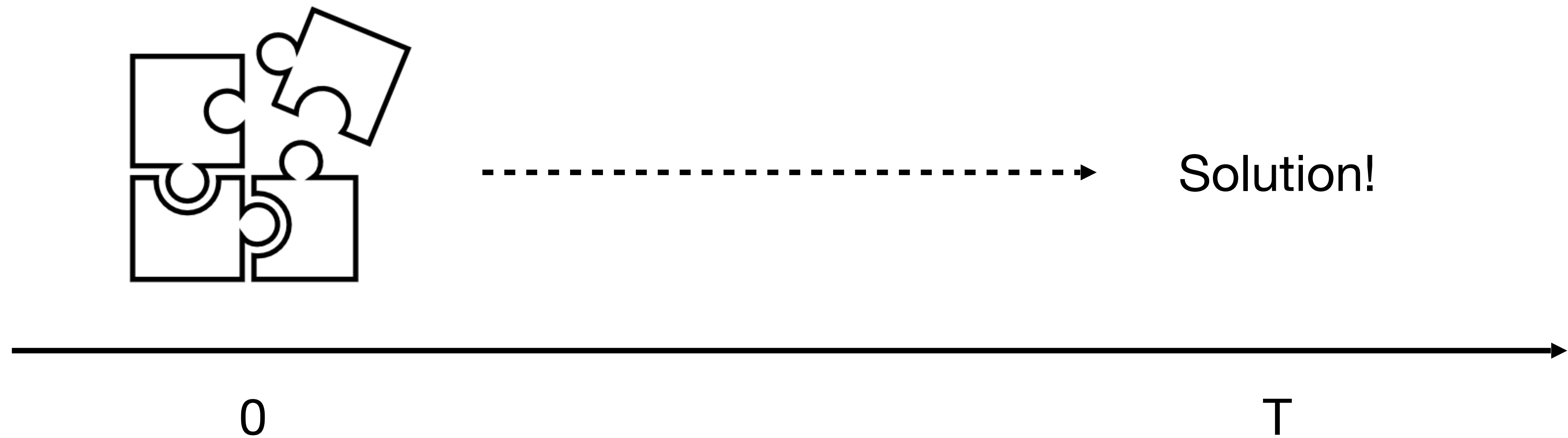
Giulio Malavolta

(Max Planck Institute → Bocconi University)

Joint work with Russell Lai



Timed Cryptography



Timed Cryptography

- Time-Lock Puzzles



Timed Cryptography

- Time-Lock Puzzles
- Proofs of Sequential Work



Timed Cryptography

- Time-Lock Puzzles
- Proofs of Sequential Work
- Verifiable Delay Functions



Applications



Seal-Bid Auctions



E-Voting



Randomness
Generation



Contract
Signing

More Applications

chia

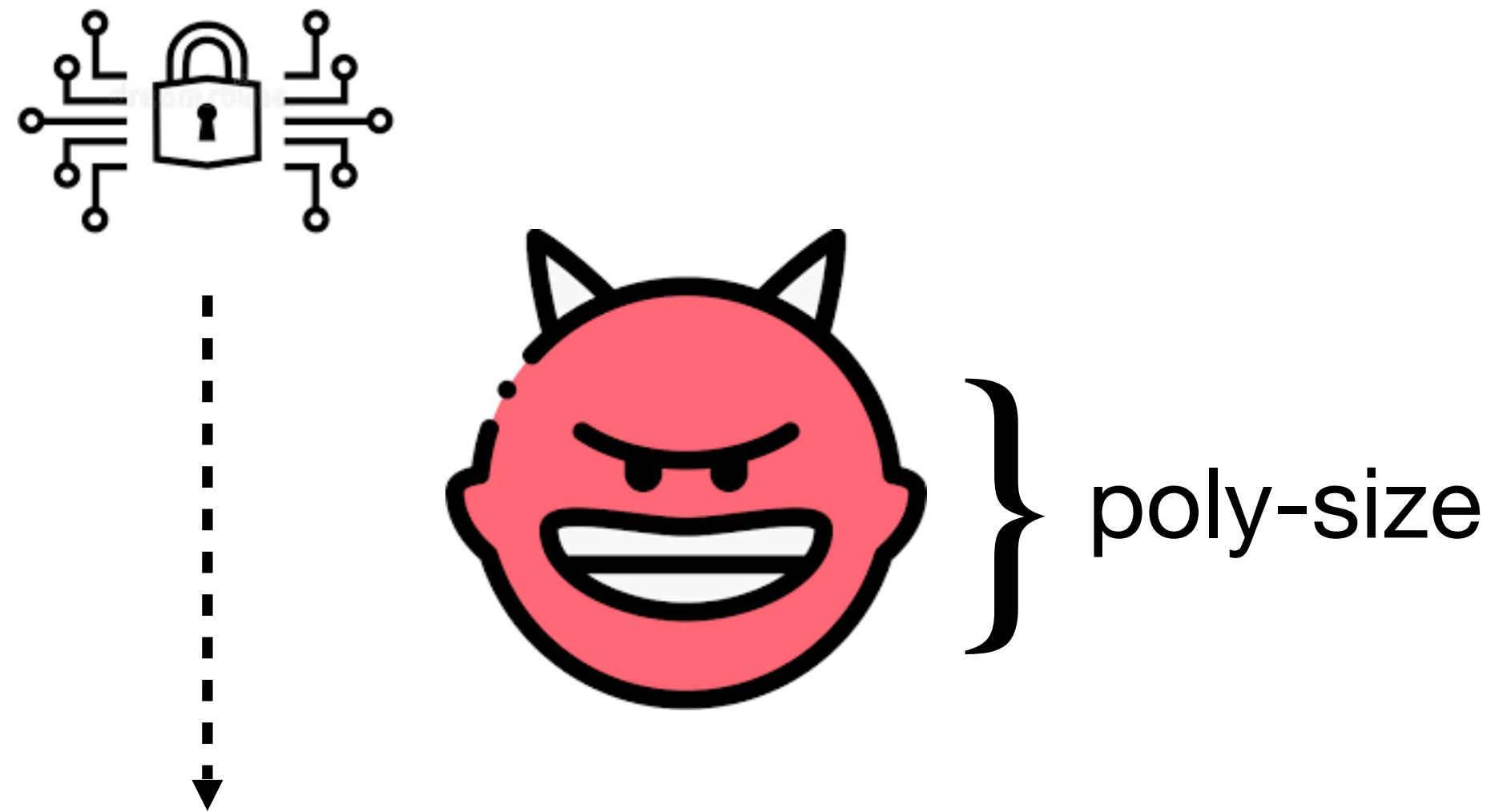


ethereum

Hardness vs Fine-Grained Hardness

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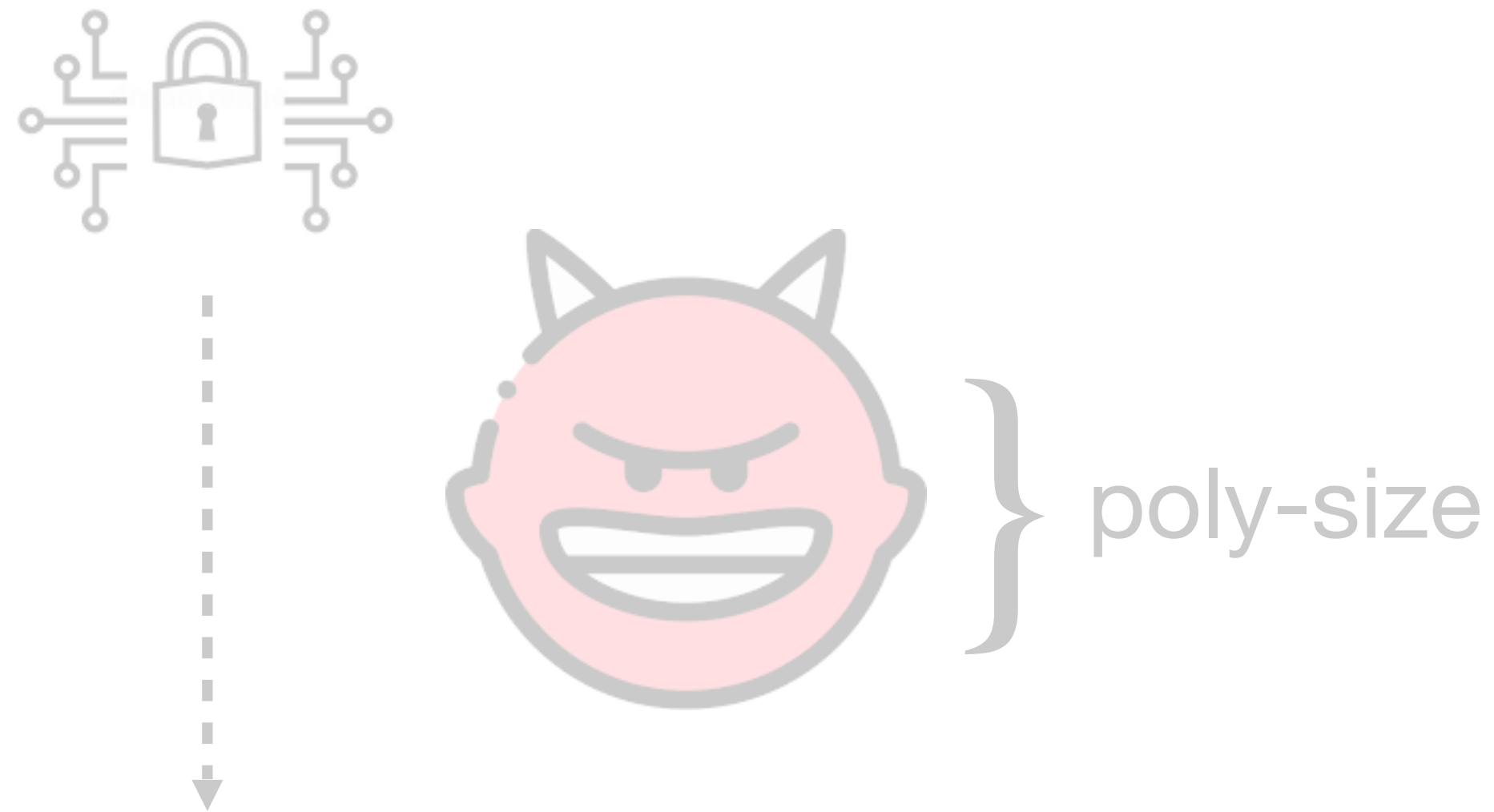
One-Way Problems



$P \neq NP$

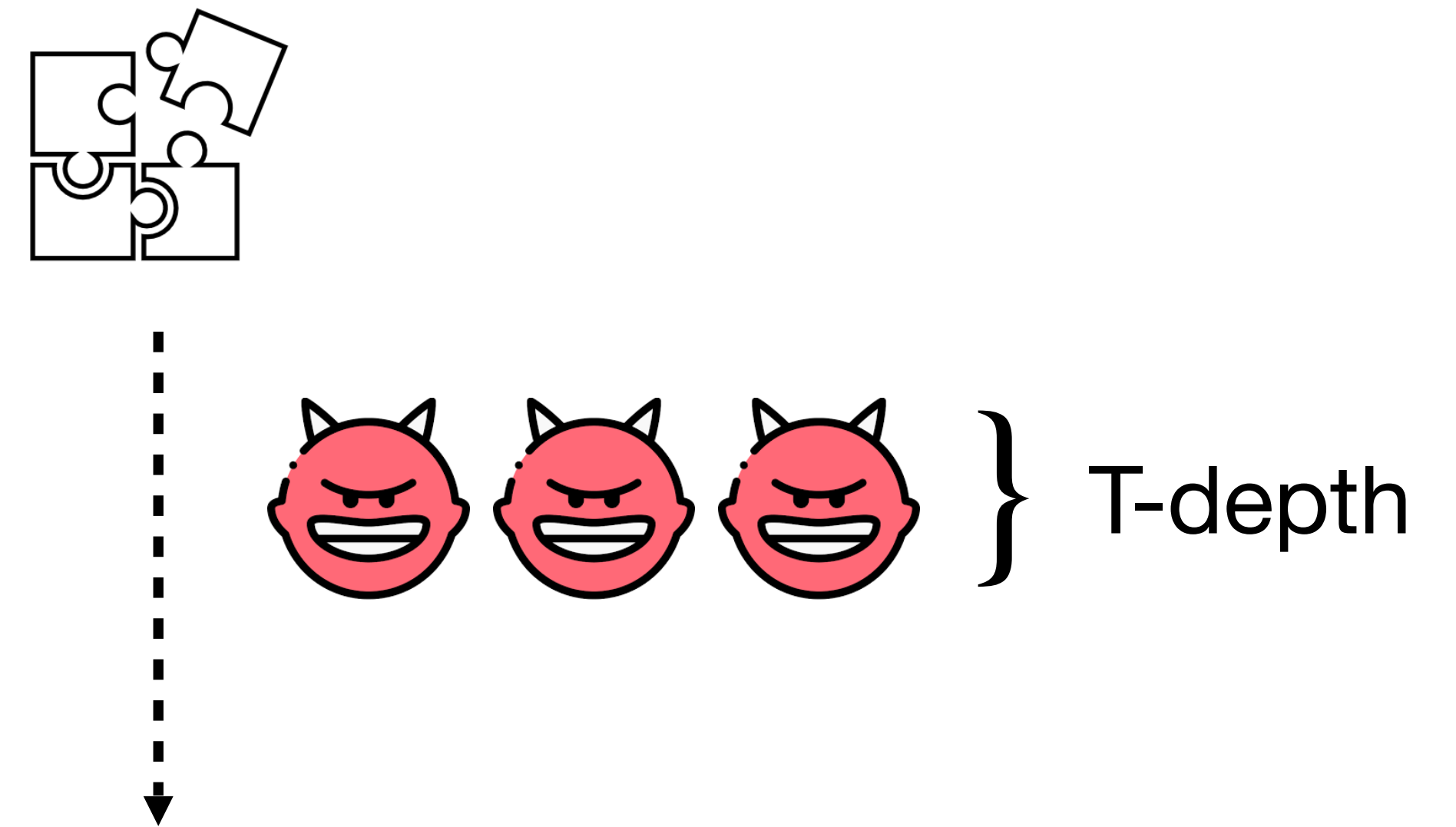
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Sequential Problems

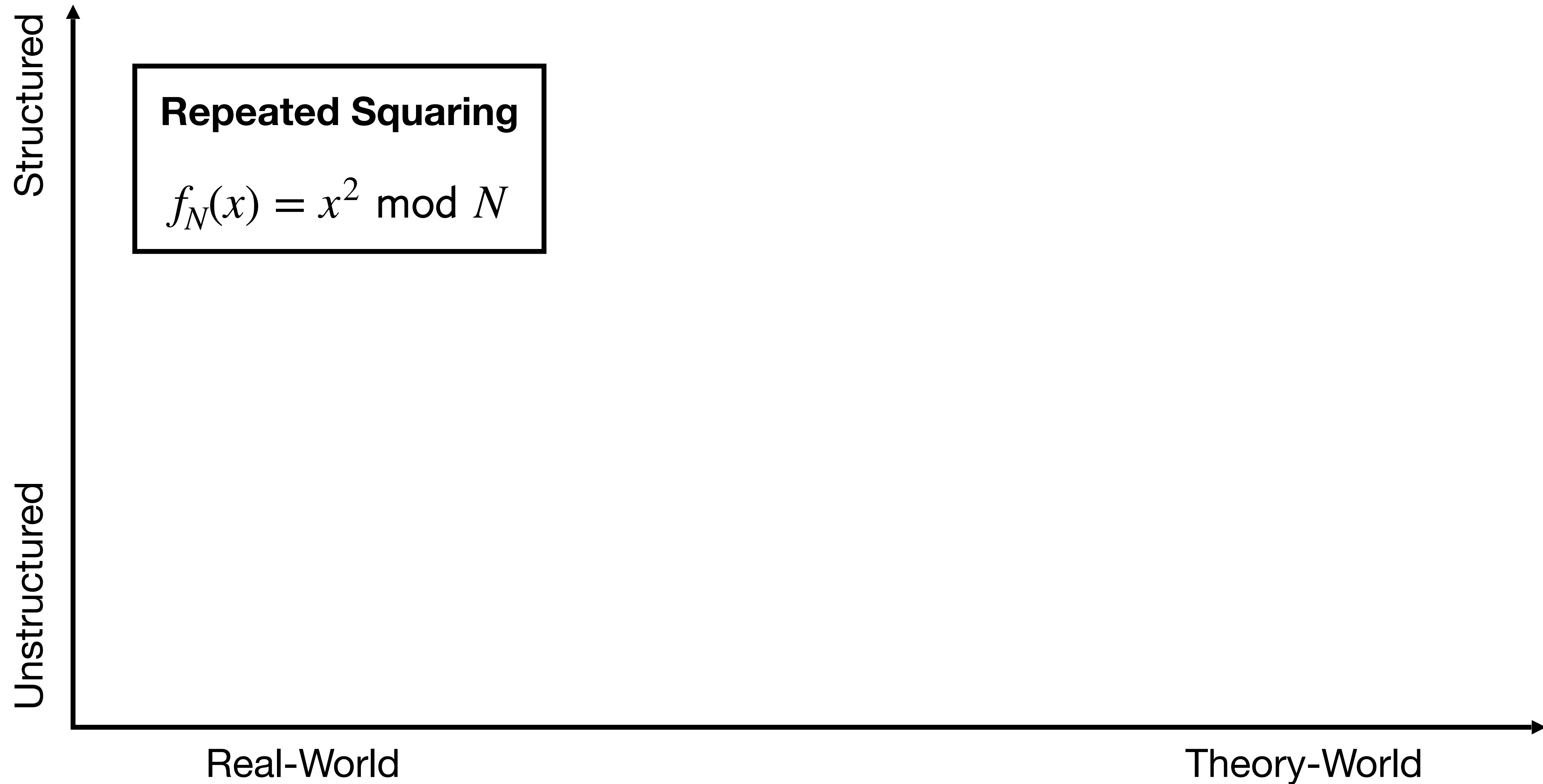


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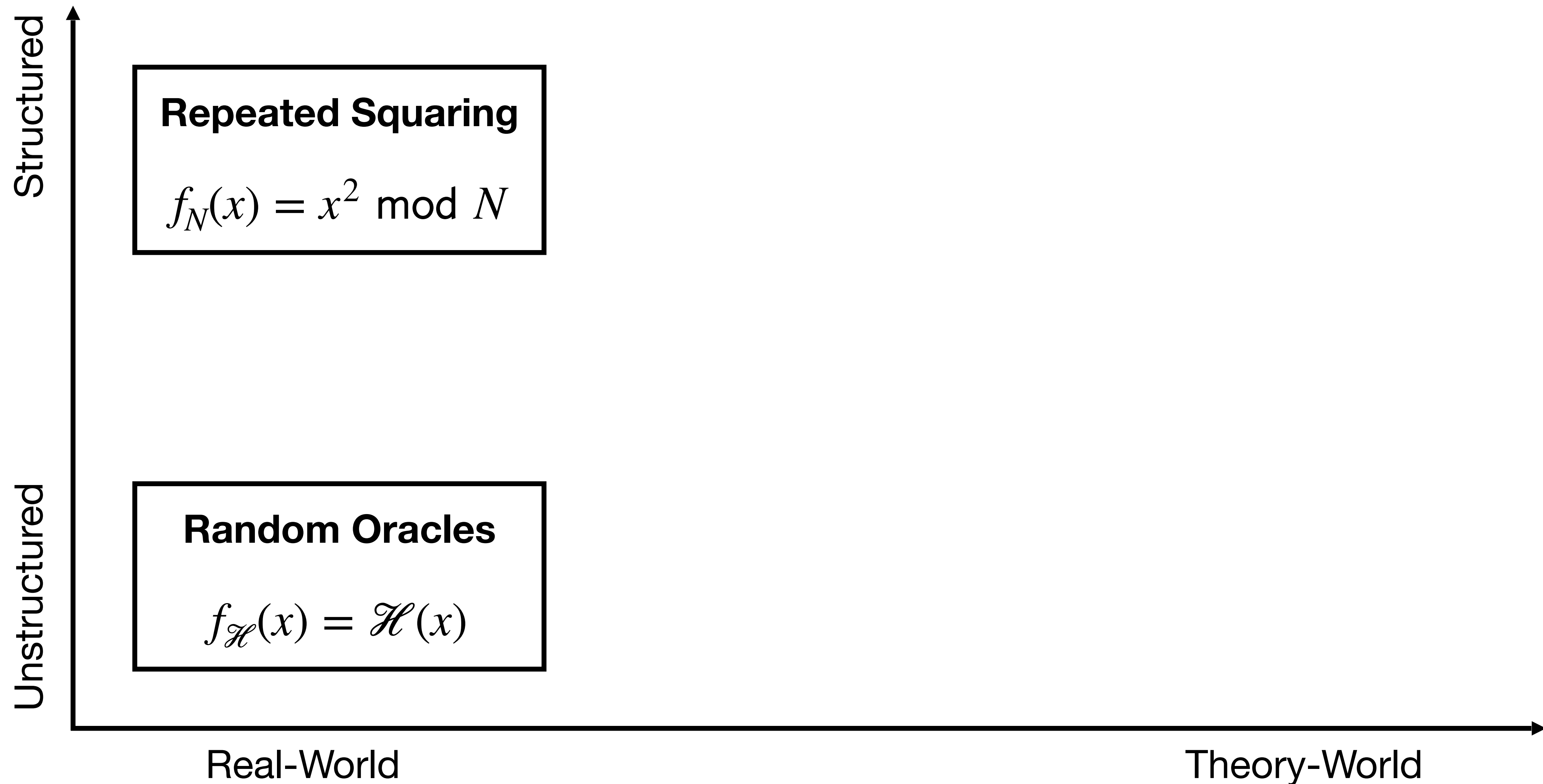
Landscape of Sequential Problems



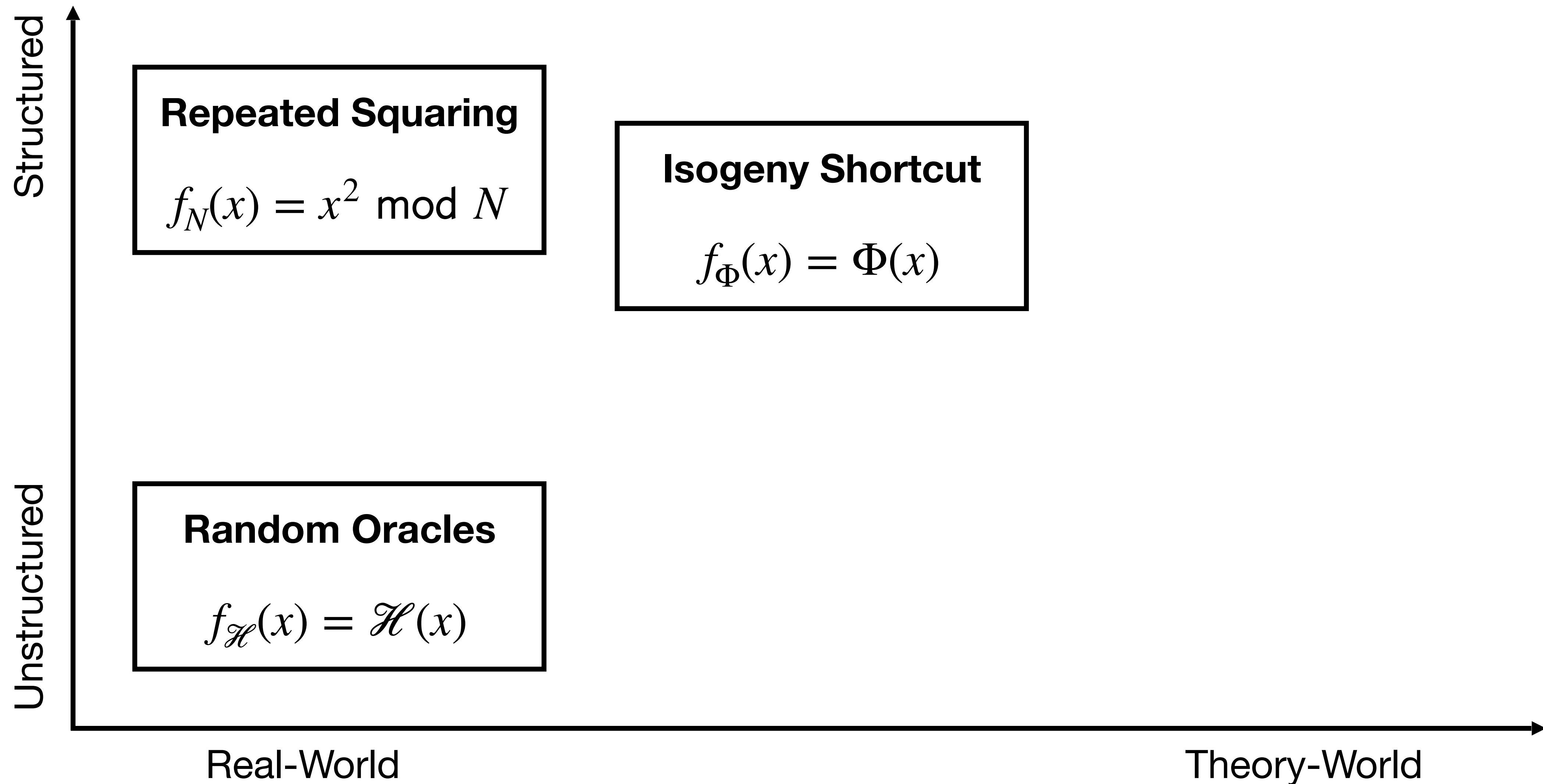
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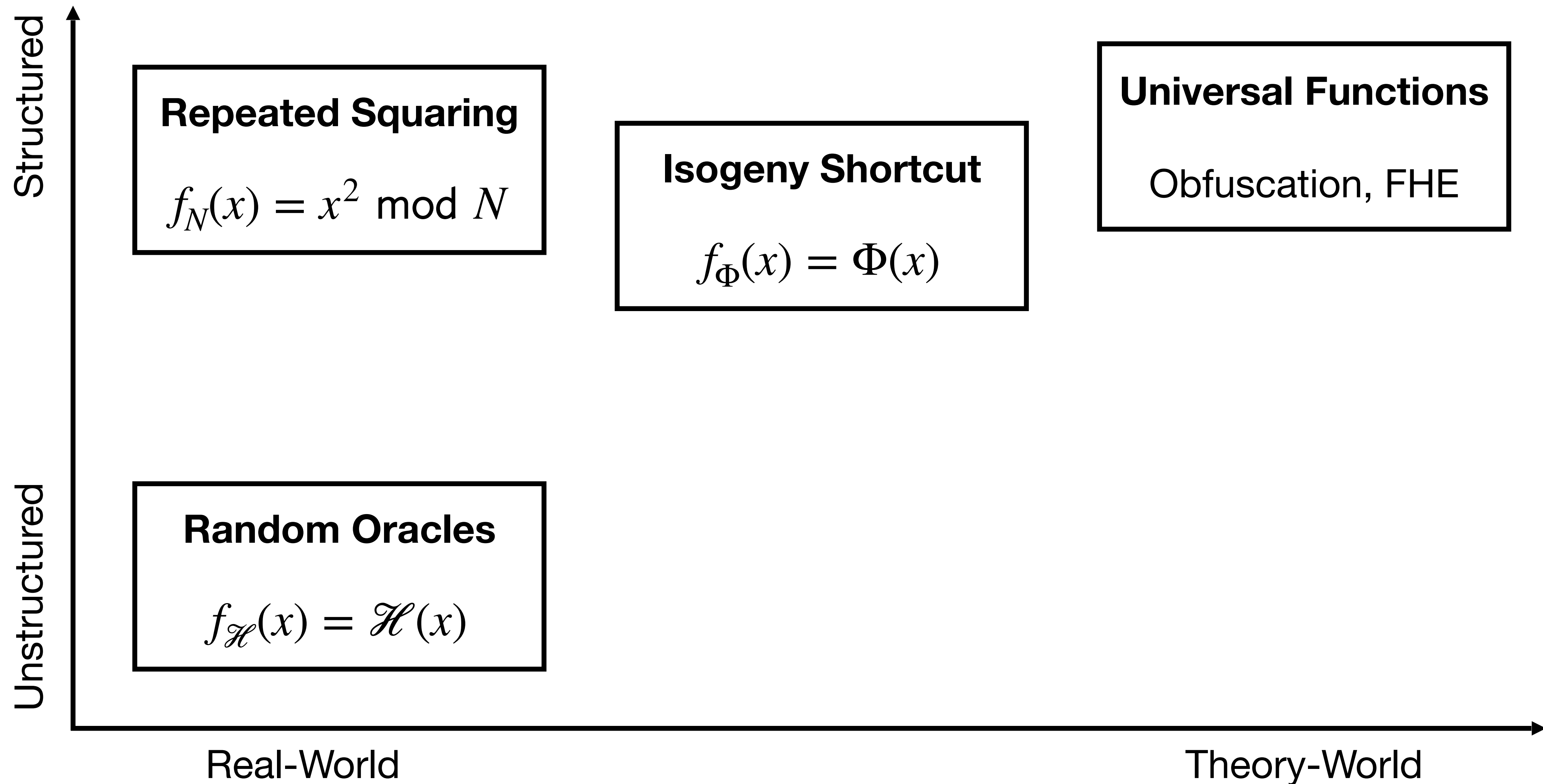
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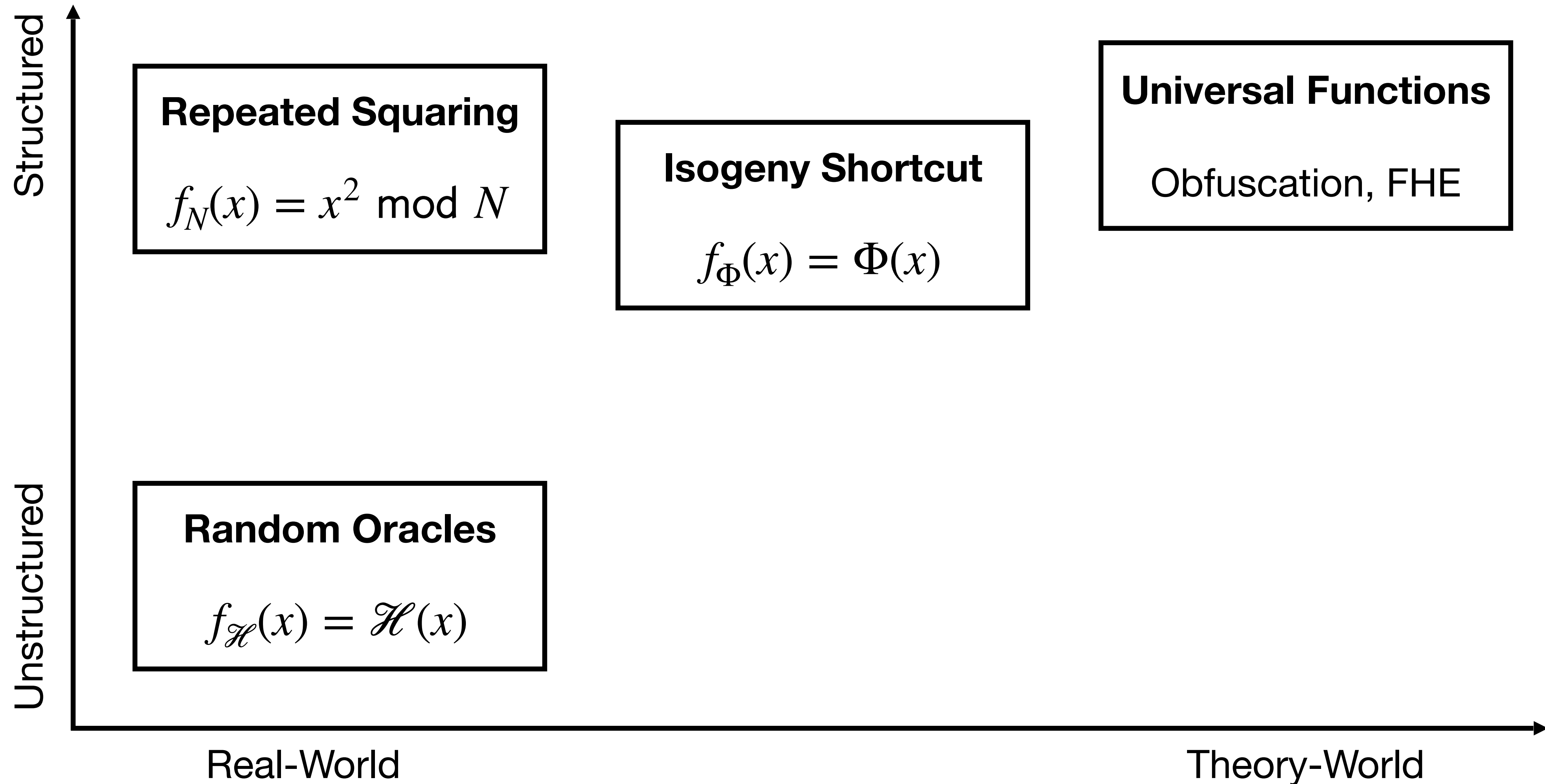
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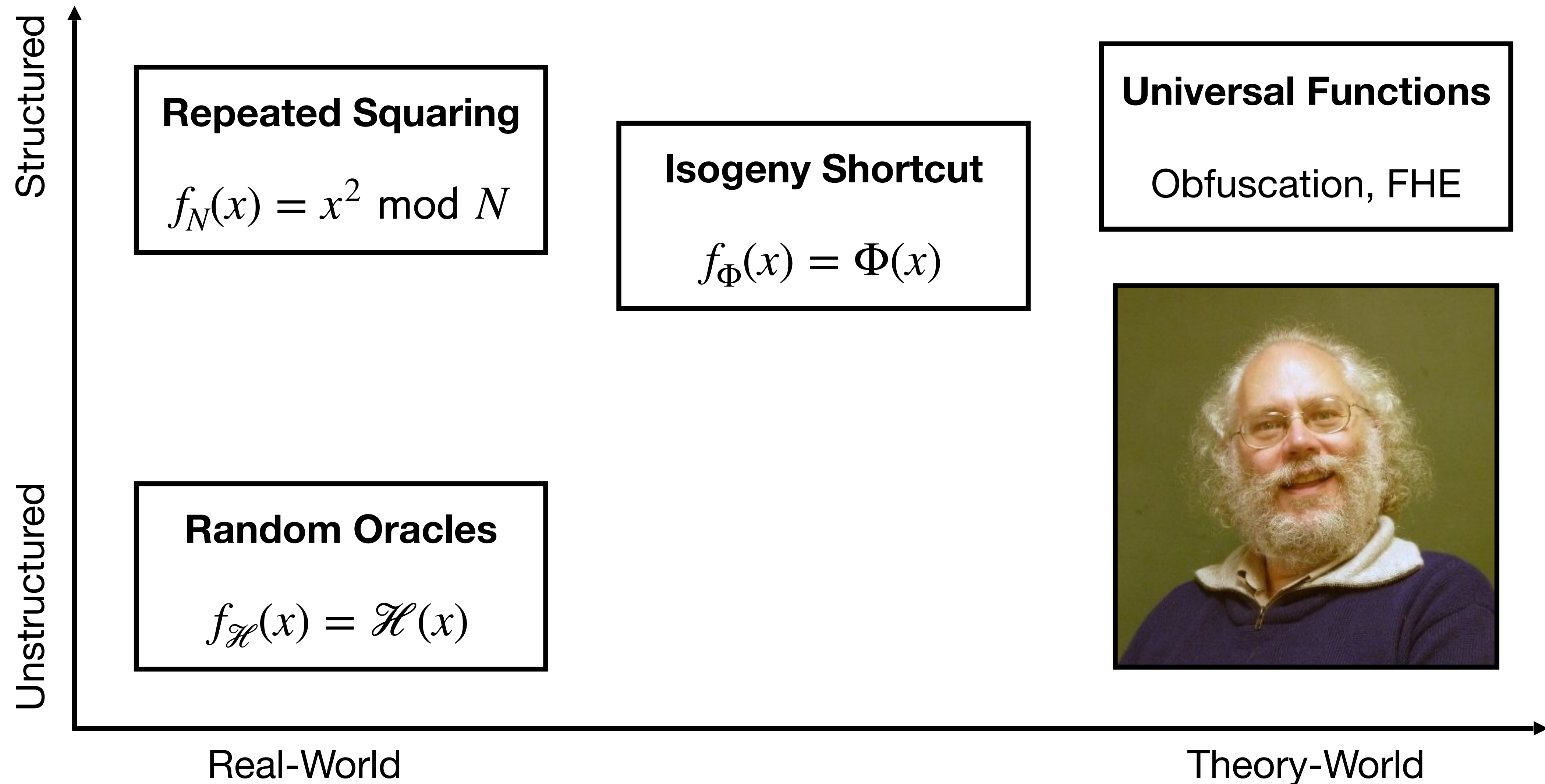
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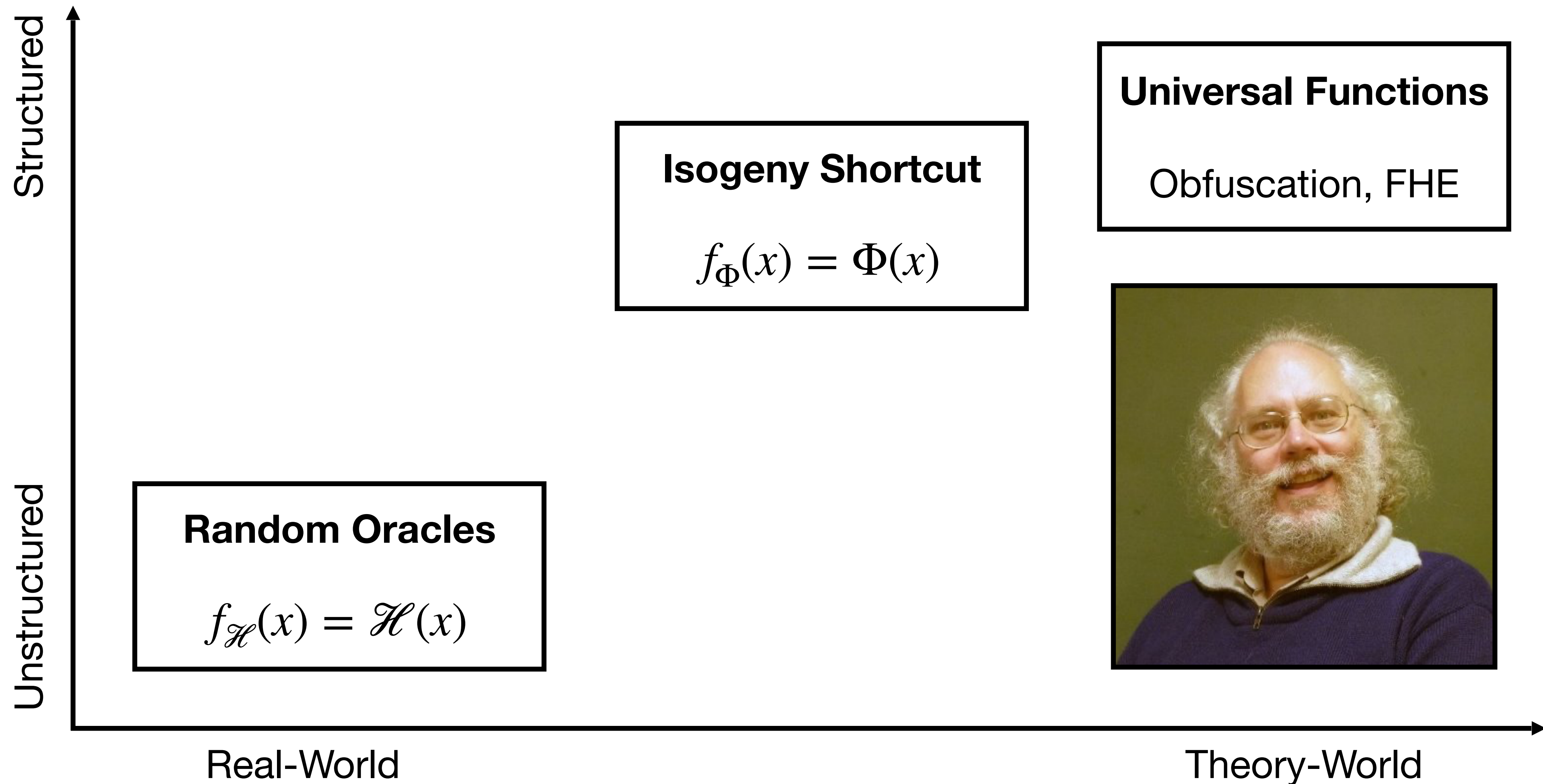
Enter Quantum Computing



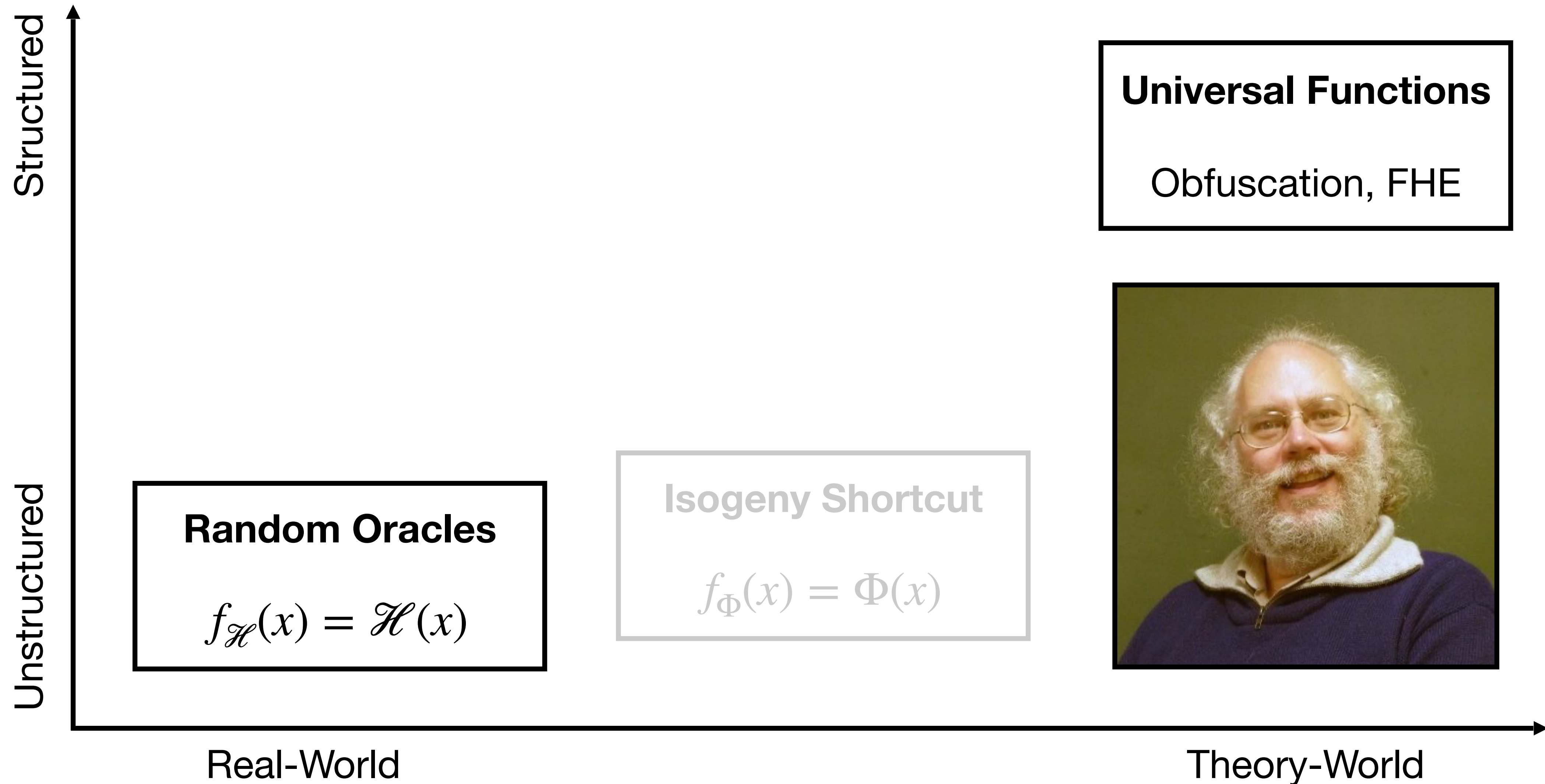
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Can we construct efficient *post-quantum*
timed cryptography?

Our Results



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- A new candidate “lattice-based” sequential function



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A New Sequential Function

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- Input: a matrix $\mathbf{A} \in \mathbb{Z}_q^{n \times m}$ and a vector $\mathbf{x} \in \mathbb{Z}_q^n$

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$$f_{\mathbf{A}}(\mathbf{x}) = \mathbf{y} = \mathbf{A} \cdot \mathbf{G}^{-1}(\mathbf{x}) \iff \begin{bmatrix} \mathbf{G} \\ \mathbf{A} \end{bmatrix} \cdot \mathbf{u} = \begin{bmatrix} \mathbf{x} \\ \mathbf{y} \end{bmatrix}$$

$$\mathbf{u} \in \{0,1\}^m$$

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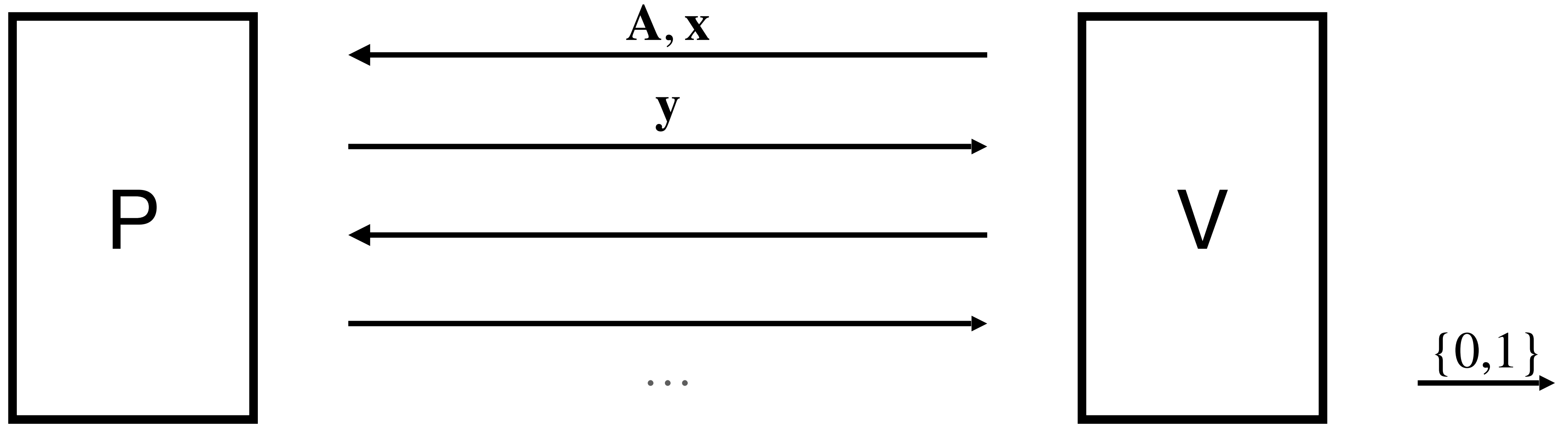
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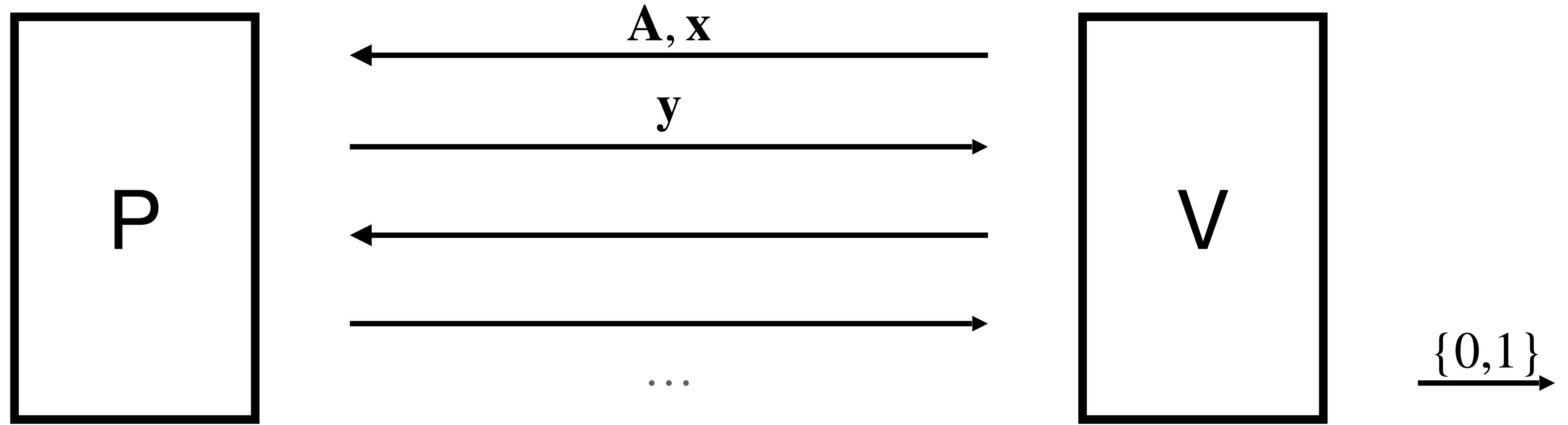
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- More heuristic evidence & cryptanalysis (see paper)

Proofs of Sequential Work

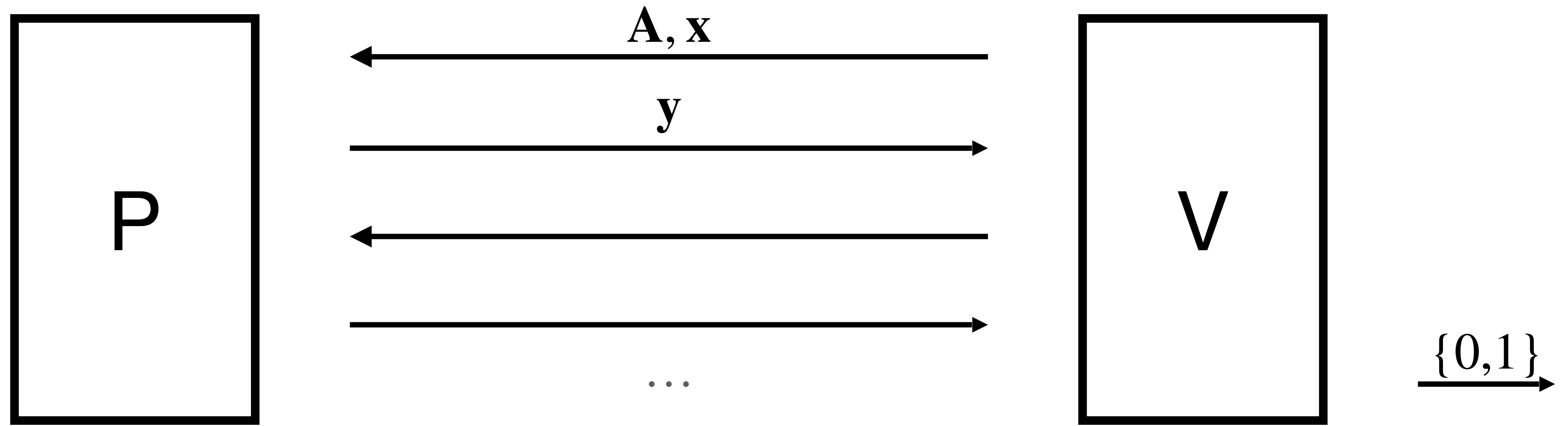


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- Soundness: No prover of depth $\ll T$ can pass the verification

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$$\mathbf{A}_T = \begin{bmatrix} -\mathbf{G} & & & & \\ \mathbf{A} & -\mathbf{G} & & & \\ & \mathbf{A} & & & \\ & & \dots & & \\ & & & & -\mathbf{G} \\ & & & & \mathbf{A} \end{bmatrix}$$

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$$T = 2t + 1$$

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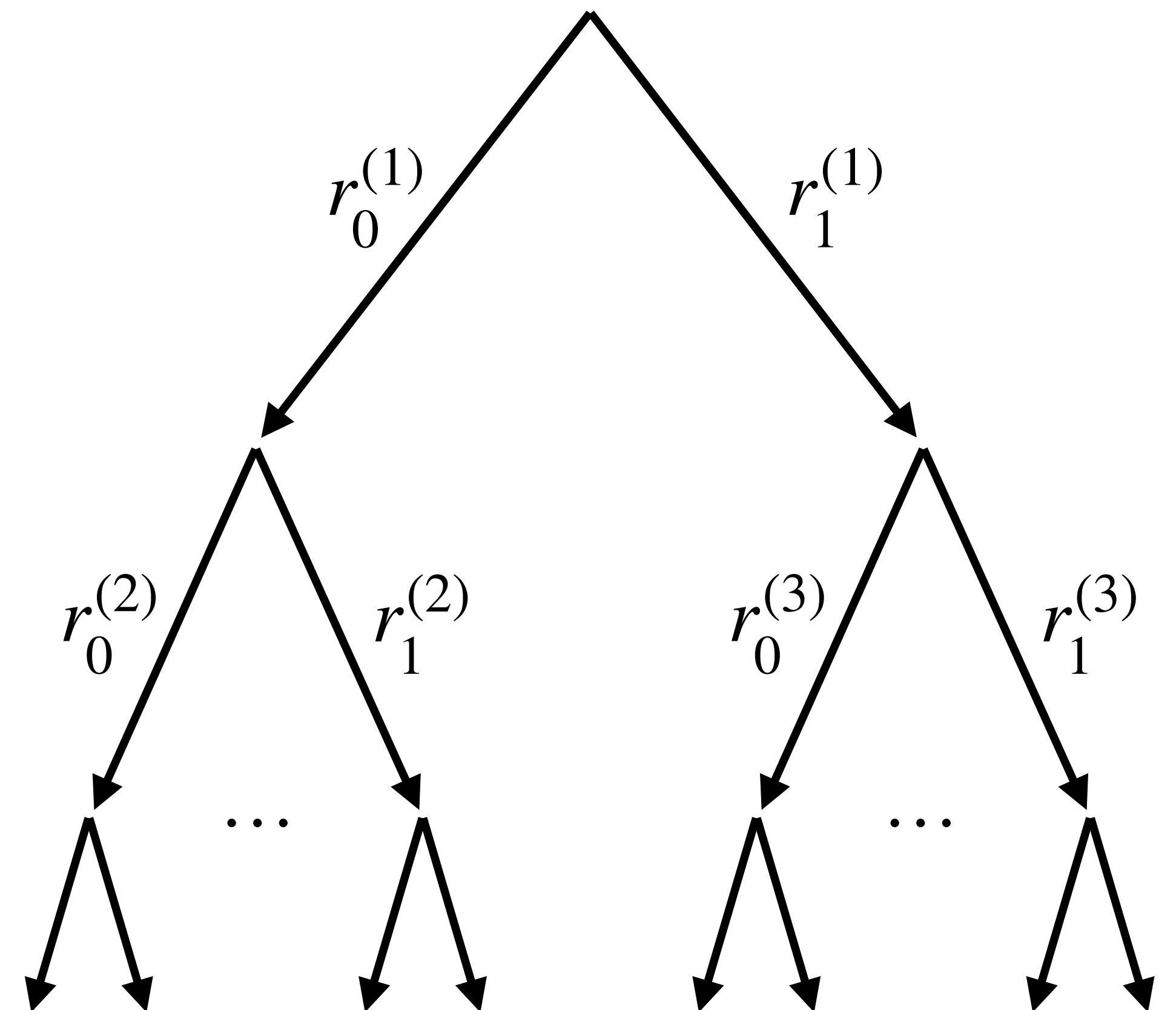
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- Dimension halved, recurse!
- Verifier's runtime $\sim \log(T)$

Soundness

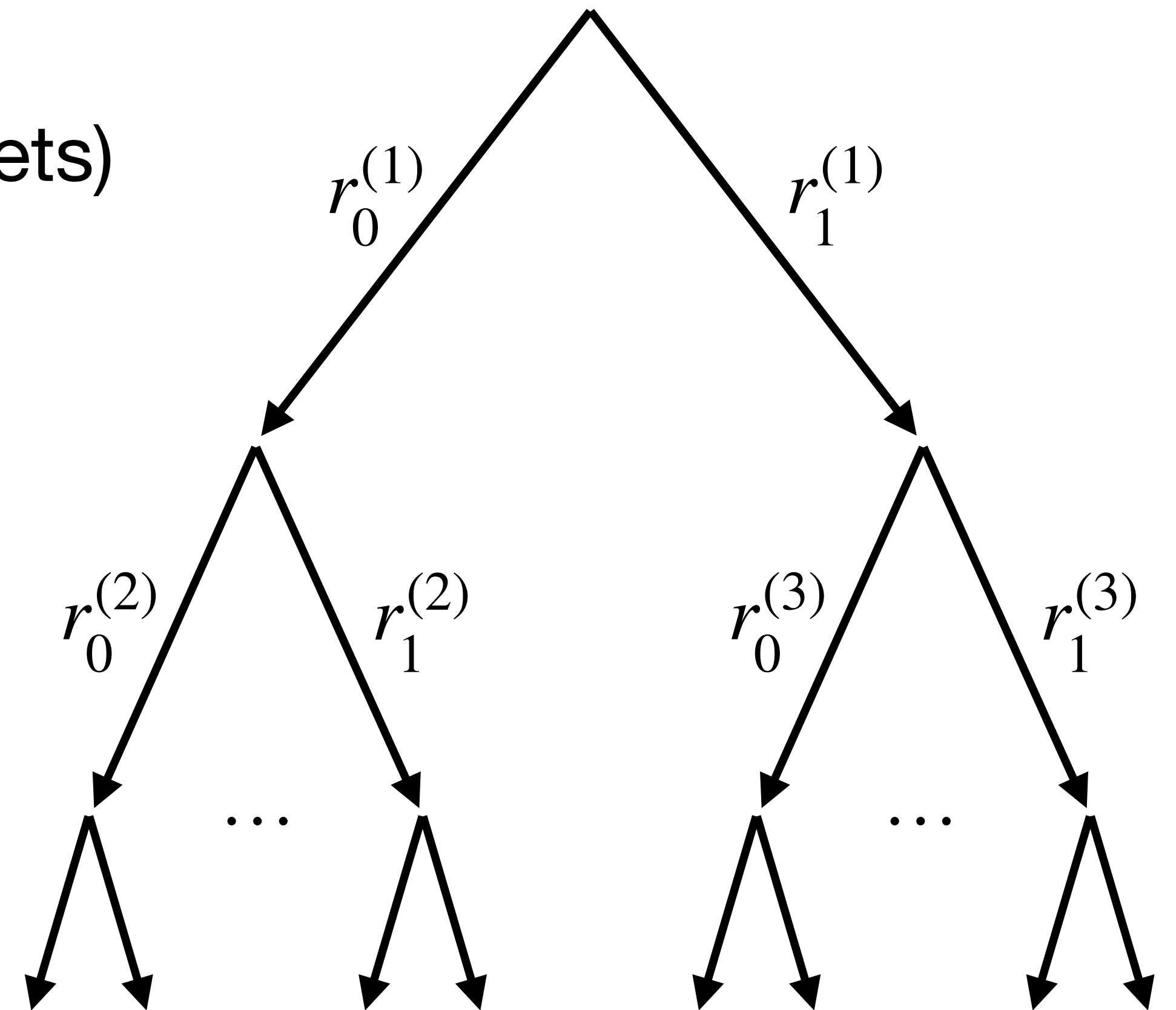
Soundness

- $(2, \dots, 2)$ -special soundness: Given a binary tree of accepting transcripts, one can recover a valid witness



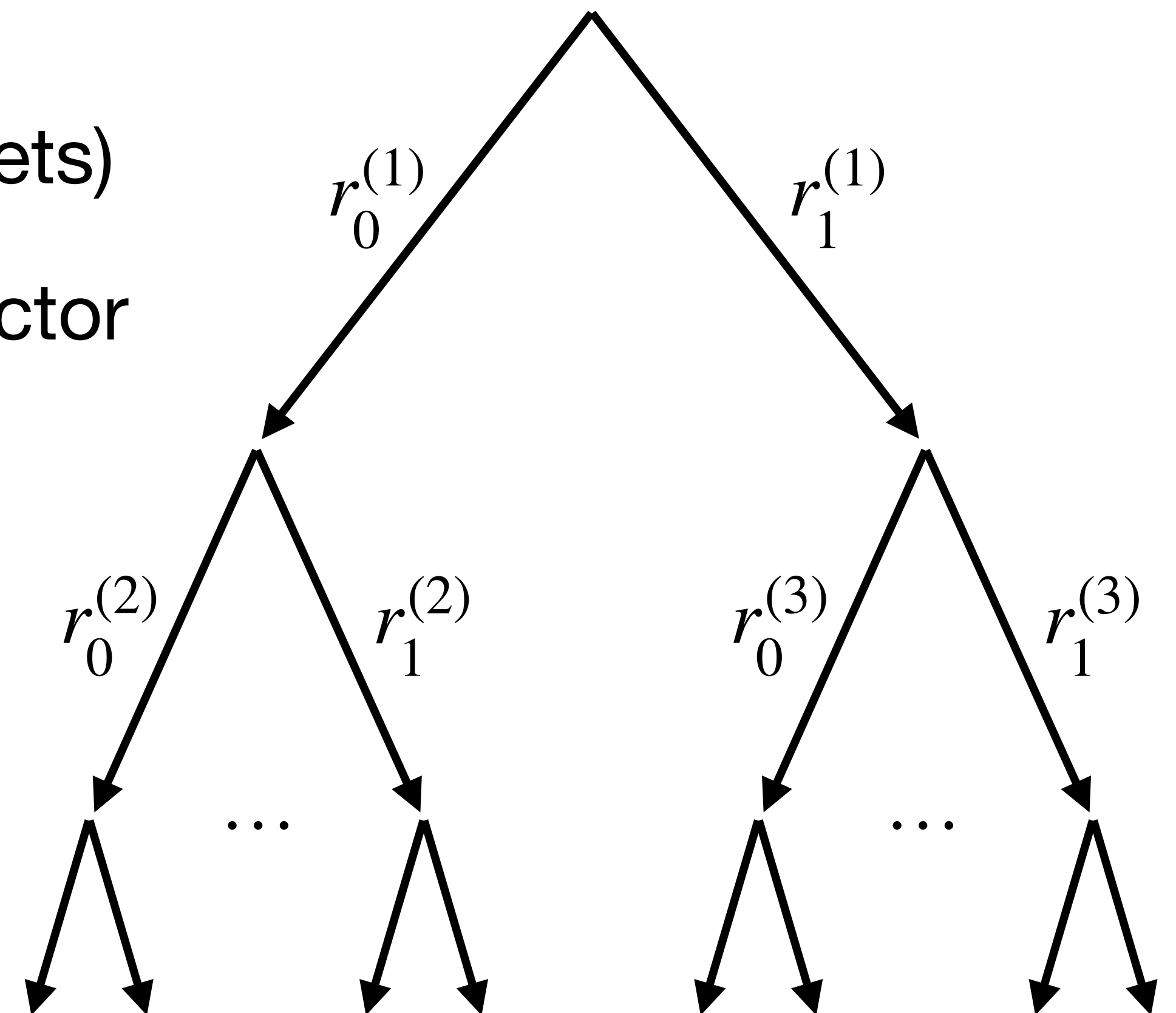
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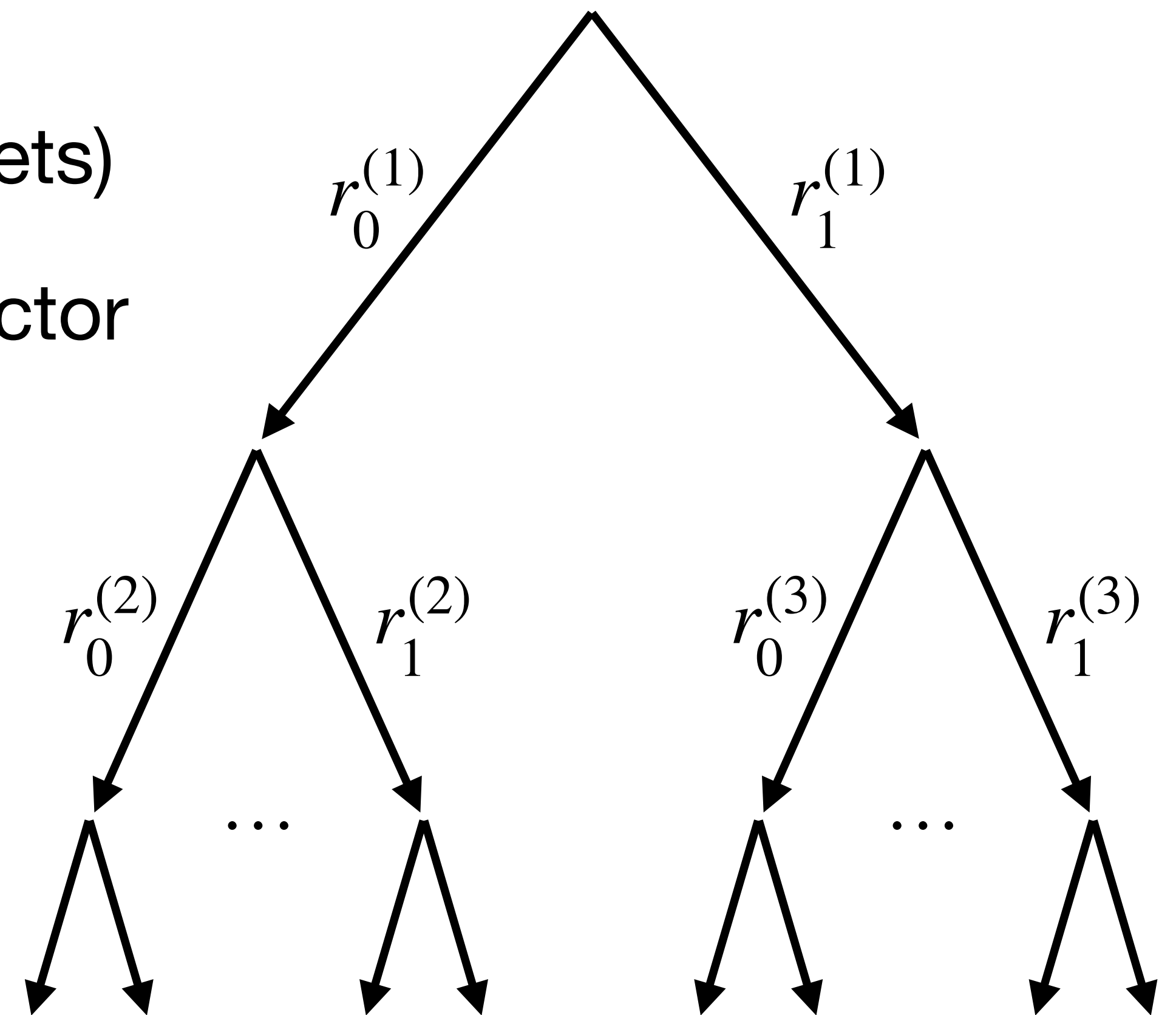
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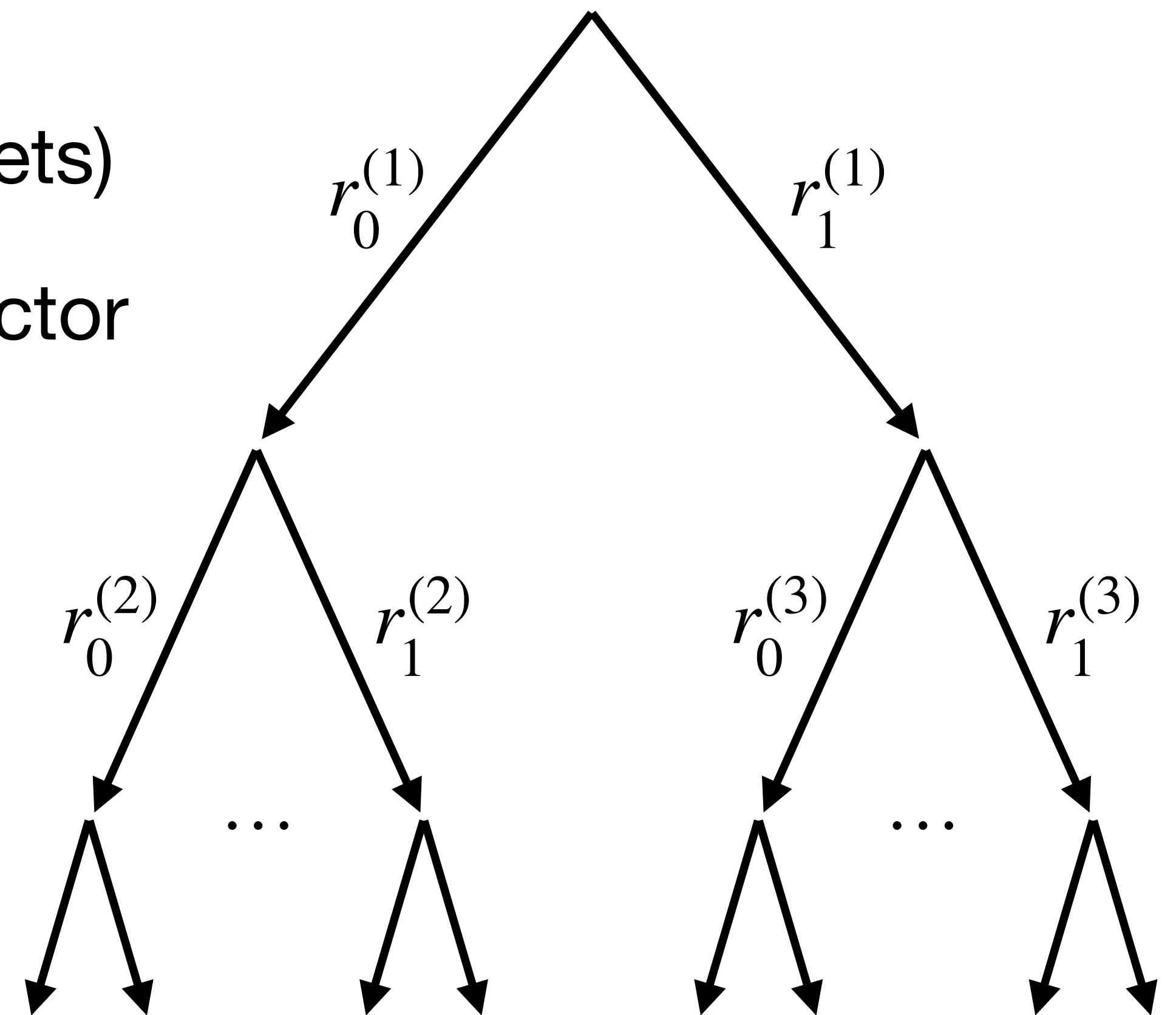
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 - Contradiction!



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