

# **Solving the *Tensor Isomorphism Problem* for special orbits with low rank points**

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**Does it work over the phone?**

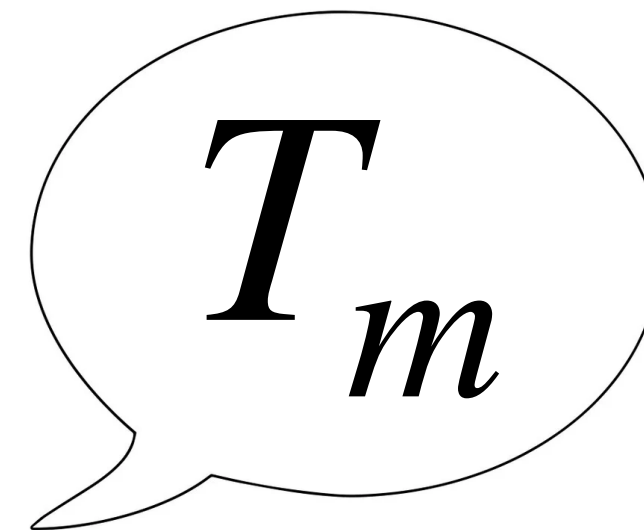
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In a *commitment scheme* a sender wants to commit to some value  $m$ .

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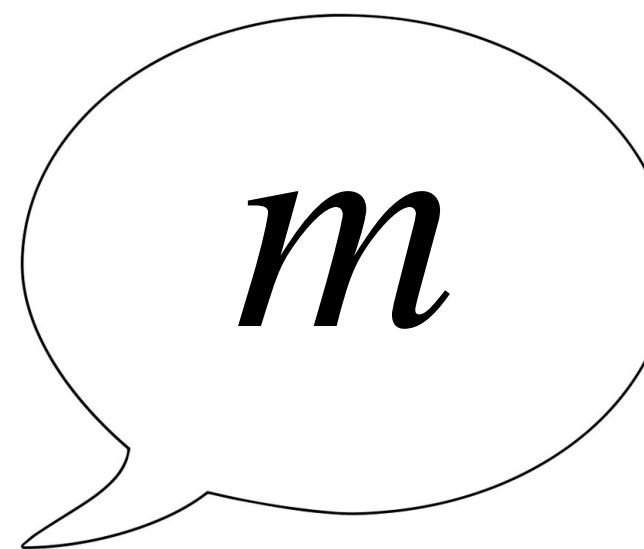
In a *commitment scheme* a sender wants to commit to some value  $m$ .



the sender publishes a commitment  
depending on  $m$



Later the sender releases  $m$ ,  
and a verifier can check that  $T_m$   
was created using  $m$





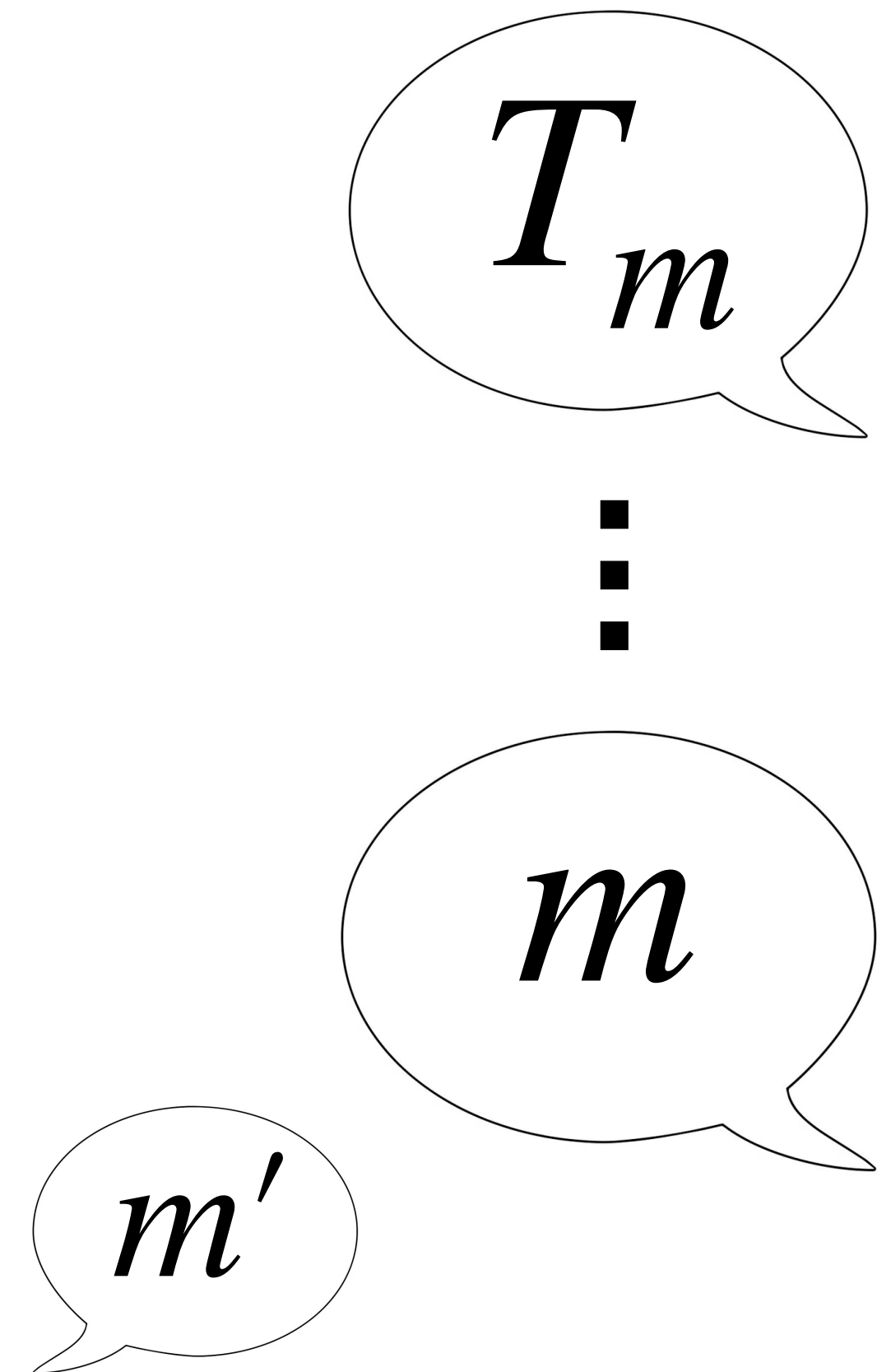
# Commitment schemes

The scheme should be *hiding*:

- the commitment  $T$  should leak no information about  $m$

The scheme should be *binding*:

- no other value  $m' \neq m$  should be able to open  $T$



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We proceed by first expanding the matrix  $\mathbf{v} \cdot \mathbf{w}^T$  :

$$\mathbf{v} \cdot \mathbf{w}^T = \begin{bmatrix} v_1 w_1 & v_1 w_2 \\ v_2 w_1 & v_2 w_2 \end{bmatrix}$$

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Now we multiply this matrix by each entry of  $\mathbf{u}$ , storing them in a list as we go:

$$u_1 \begin{bmatrix} v_1 w_1 & v_1 w_2 \\ v_2 w_1 & v_2 w_2 \end{bmatrix}, u_2 \begin{bmatrix} v_1 w_1 & v_1 w_2 \\ v_2 w_1 & v_2 w_2 \end{bmatrix}$$

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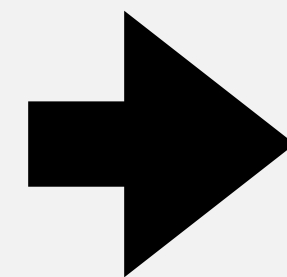
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$$t = u_1 v_1 w_1 \cdot e_1 \otimes e_1 \otimes e_1 \\ + u_1 v_1 w_2 \cdot e_1 \otimes e_1 \otimes e_2 \dots$$

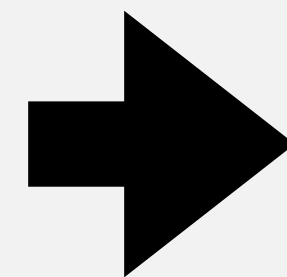
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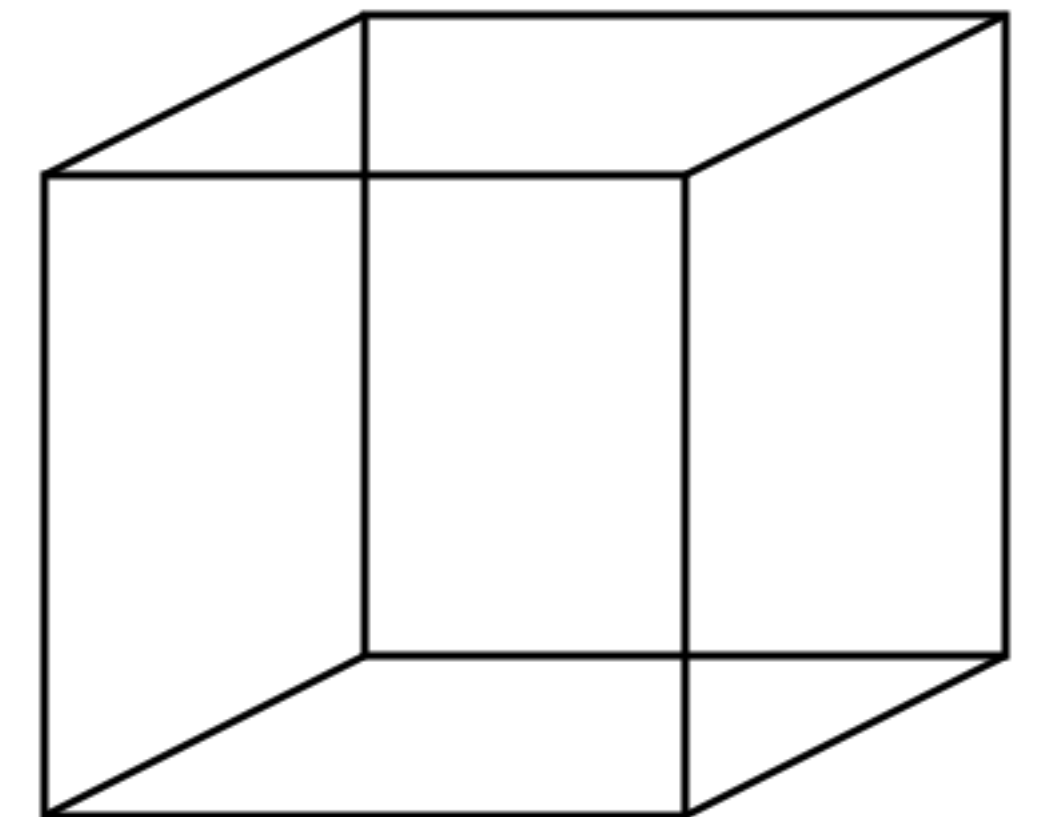
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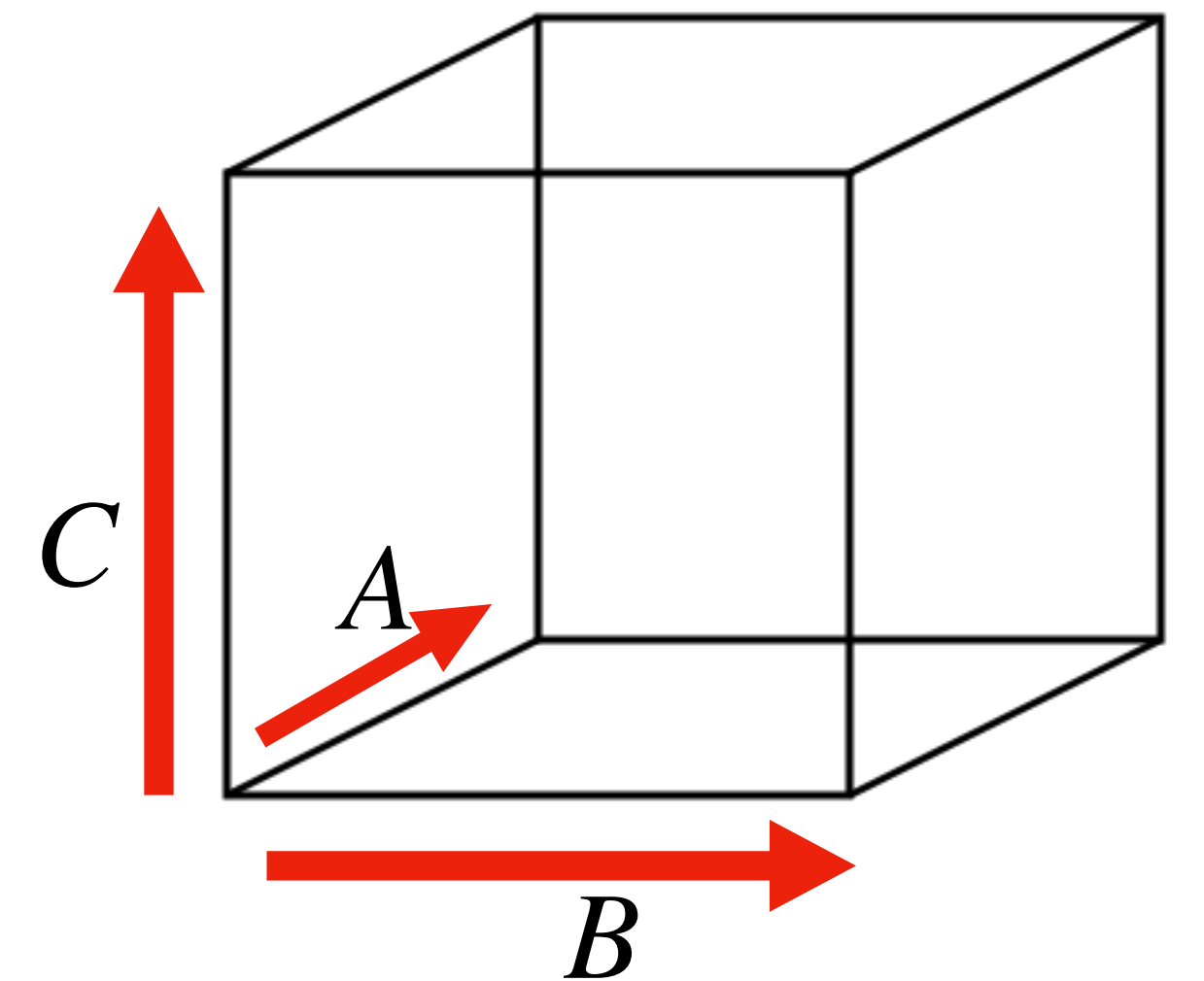
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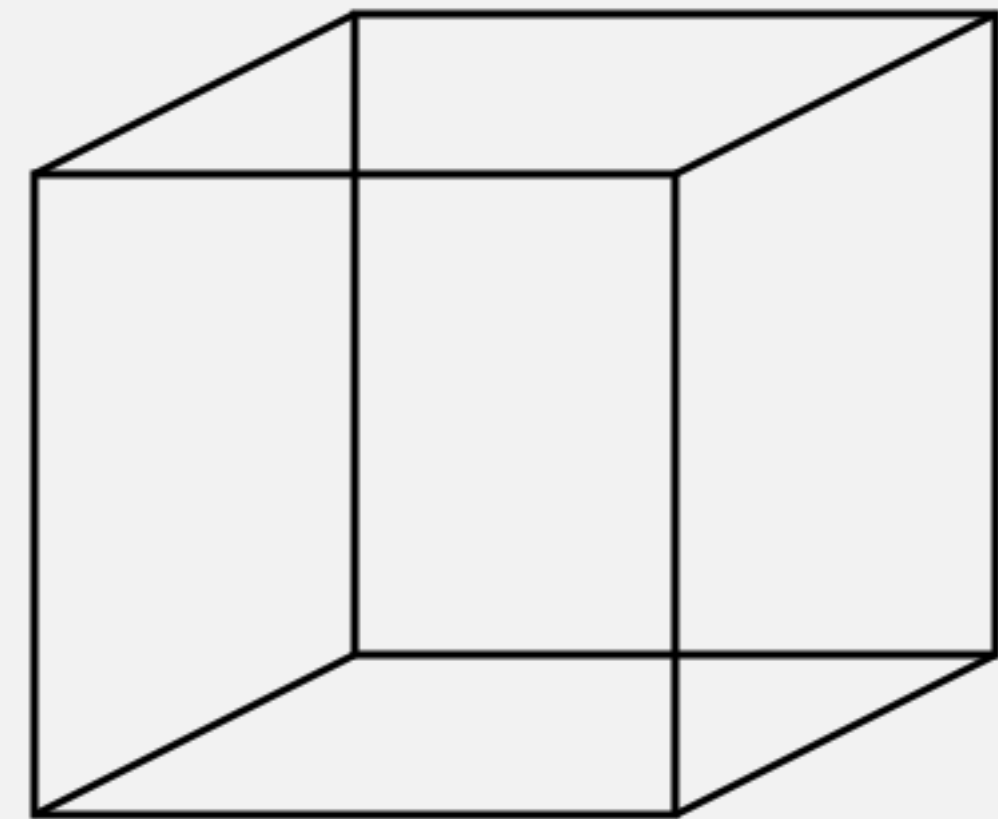
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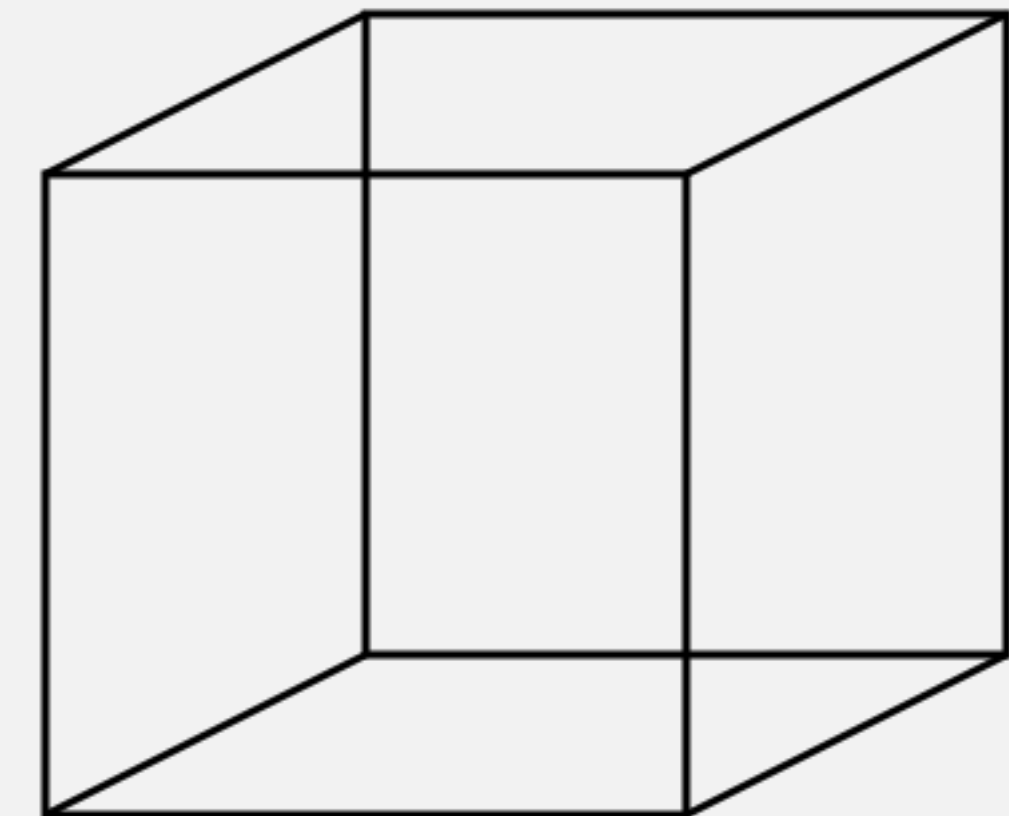


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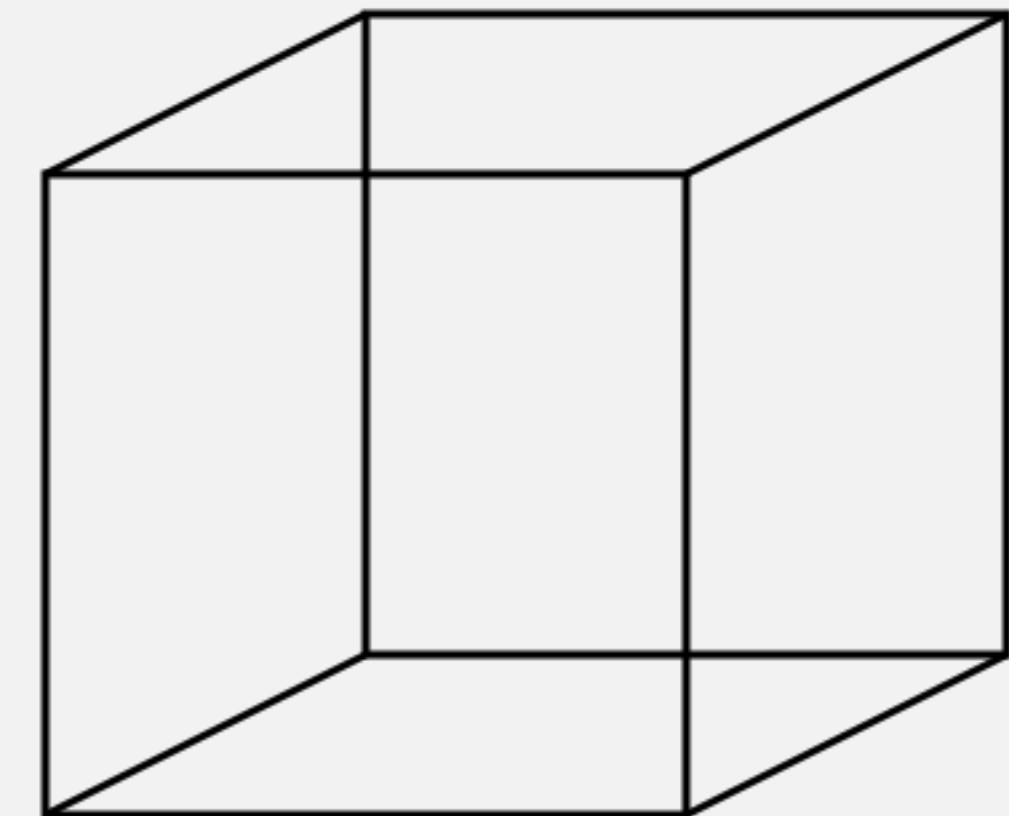


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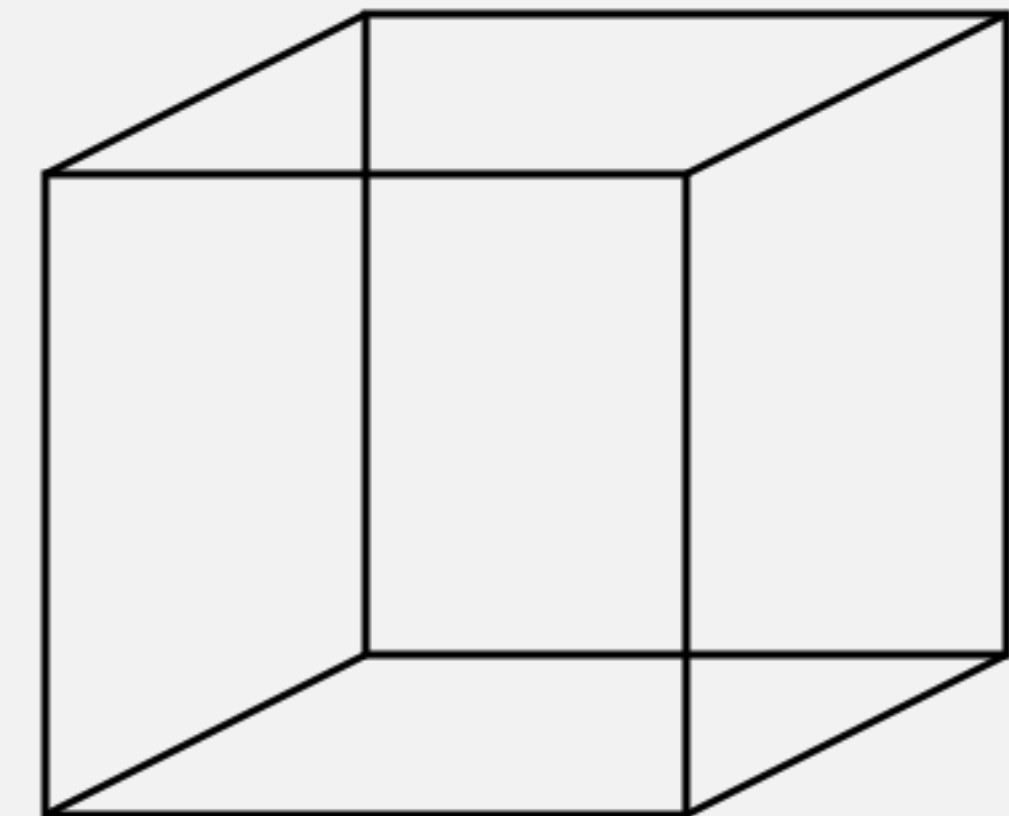


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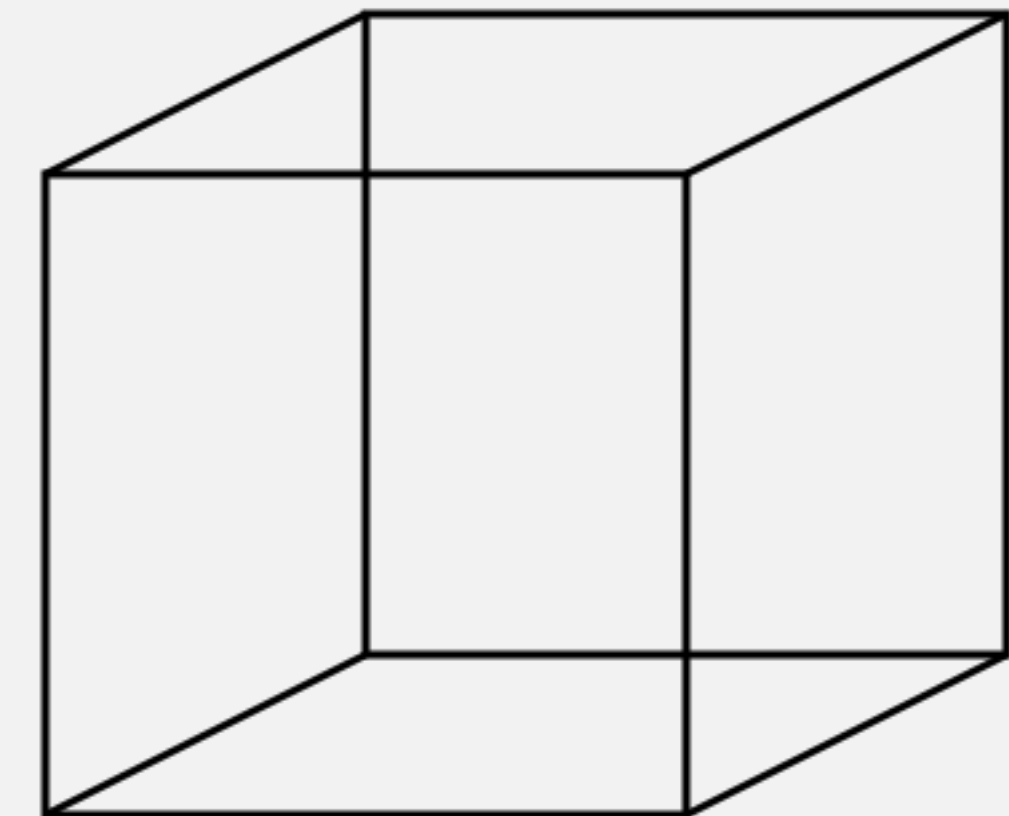
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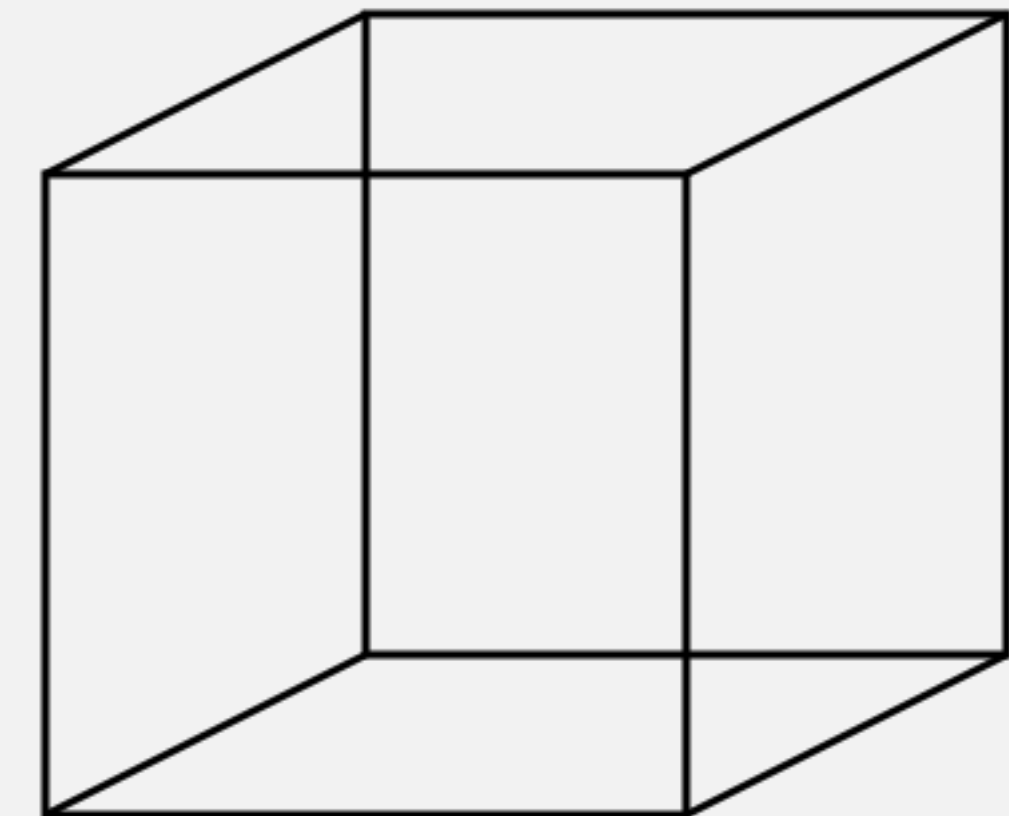


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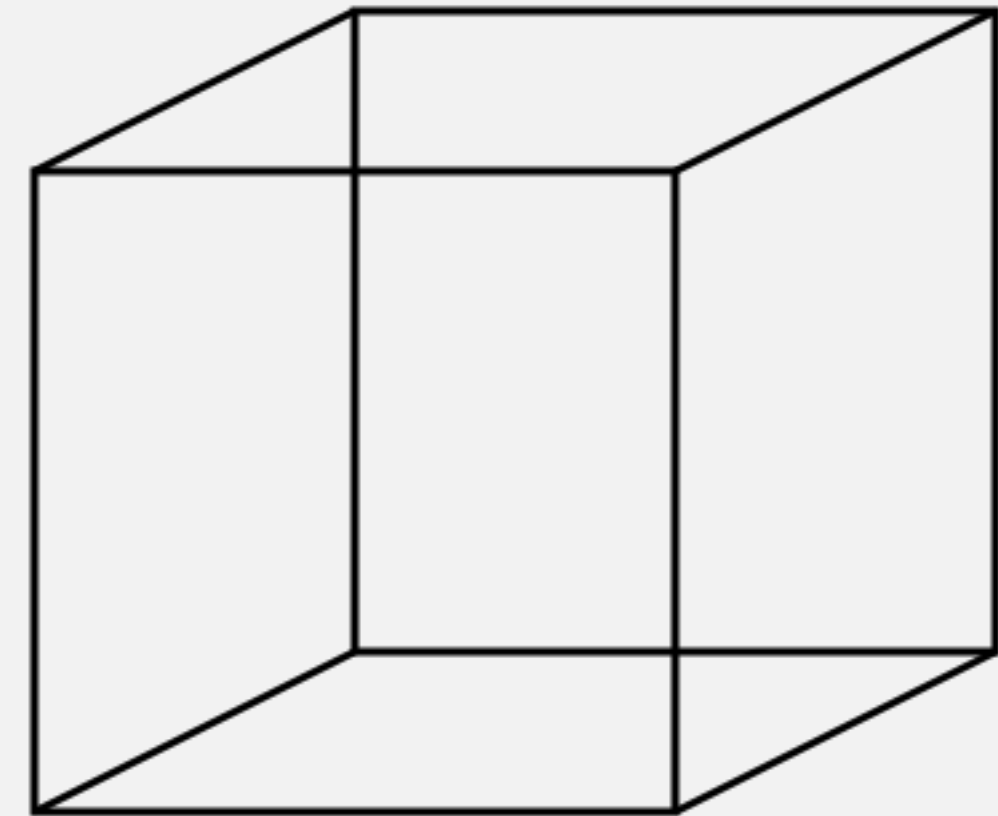


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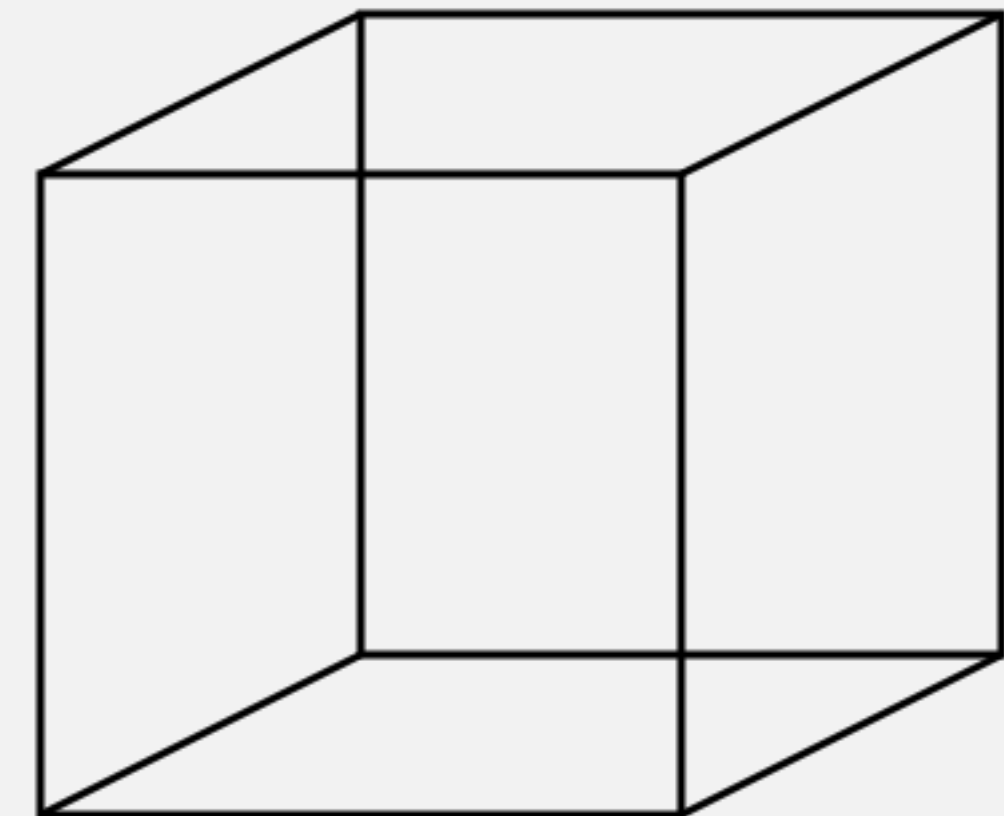
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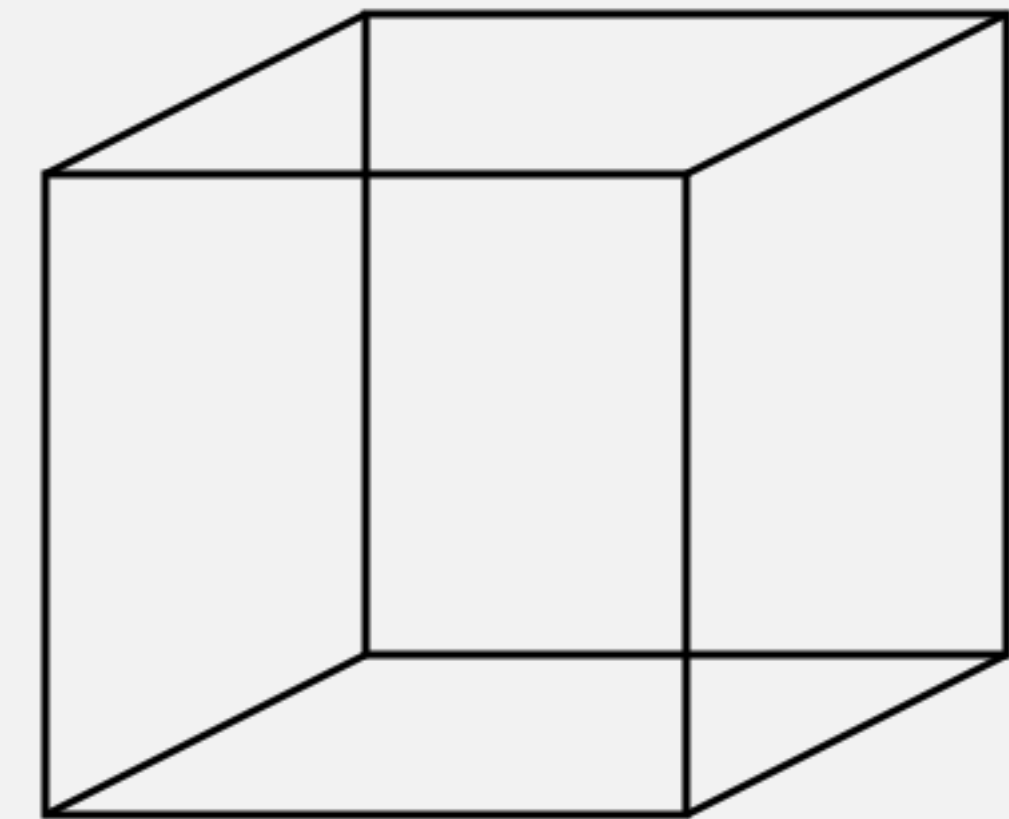
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Given **random**  $v_0, v_1$  **decide** whether there exists

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Codes are **equivalent** if they generate the same subspace.

Equivalent codes take the form

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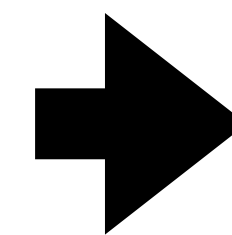
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$$(A, B, C) \text{ such that } (A, B, C) \star v_0 = v_1$$



## Matrix Code Equivalence (MCE):

Given  $G, G'$  **compute** (if it exists)

$$(A, B, C) \text{ such that } (A, B, C) \star G = G'$$

\* this is for the case where all the dimensions are  $n$

# TI-family

# Tl-family

A **trilinear form** is a map

$$\varphi : \mathbb{F}_q^n \times \mathbb{F}_q^n \times \mathbb{F}_q^n \rightarrow \mathbb{F}_q,$$

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We say two trilinear forms,  $\varphi, \psi$ , are **equivalent** if there exists some  $A \in GL_n(\mathbb{F}_q)$  such that

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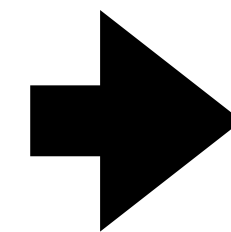
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**Trilinear Form Equivalence (TFE):**

Given  $D, D'$  **compute** (if it exists)

$(A, B, C)$  such that  $(A, B, C) \star D = D'$

# DFG paper

The DFG paper (*Asiacrypt 2023*) seeks to use this hard problem in a commitment scheme

## Non-Interactive Commitment from Non-Transitive Group Actions

Giuseppe D'Alconzo<sup>1</sup>[0000-0001-7377-6617], Andrea  
Flamini<sup>2</sup>[0000-0002-3872-7251], and Andrea Gangemi<sup>2</sup>[0000-0001-9689-8473]

<sup>1</sup> Department of Mathematical Sciences, Politecnico di Torino, Corso Duca degli  
Abruzzi 24, 10129 Torino, Italy

<sup>2</sup> Department of Mathematics, University of Trento, Povo, 38123 Trento, Italy  
giuseppe.dalconzo@polito.it, {andrea.flamini, andrea.gangemi}@unitn.it

**Abstract.** Group actions are becoming a viable option for post-quantum cryptography assumptions. Indeed, in recent years some works have shown how to construct primitives from assumptions based on isogenies of ellip-

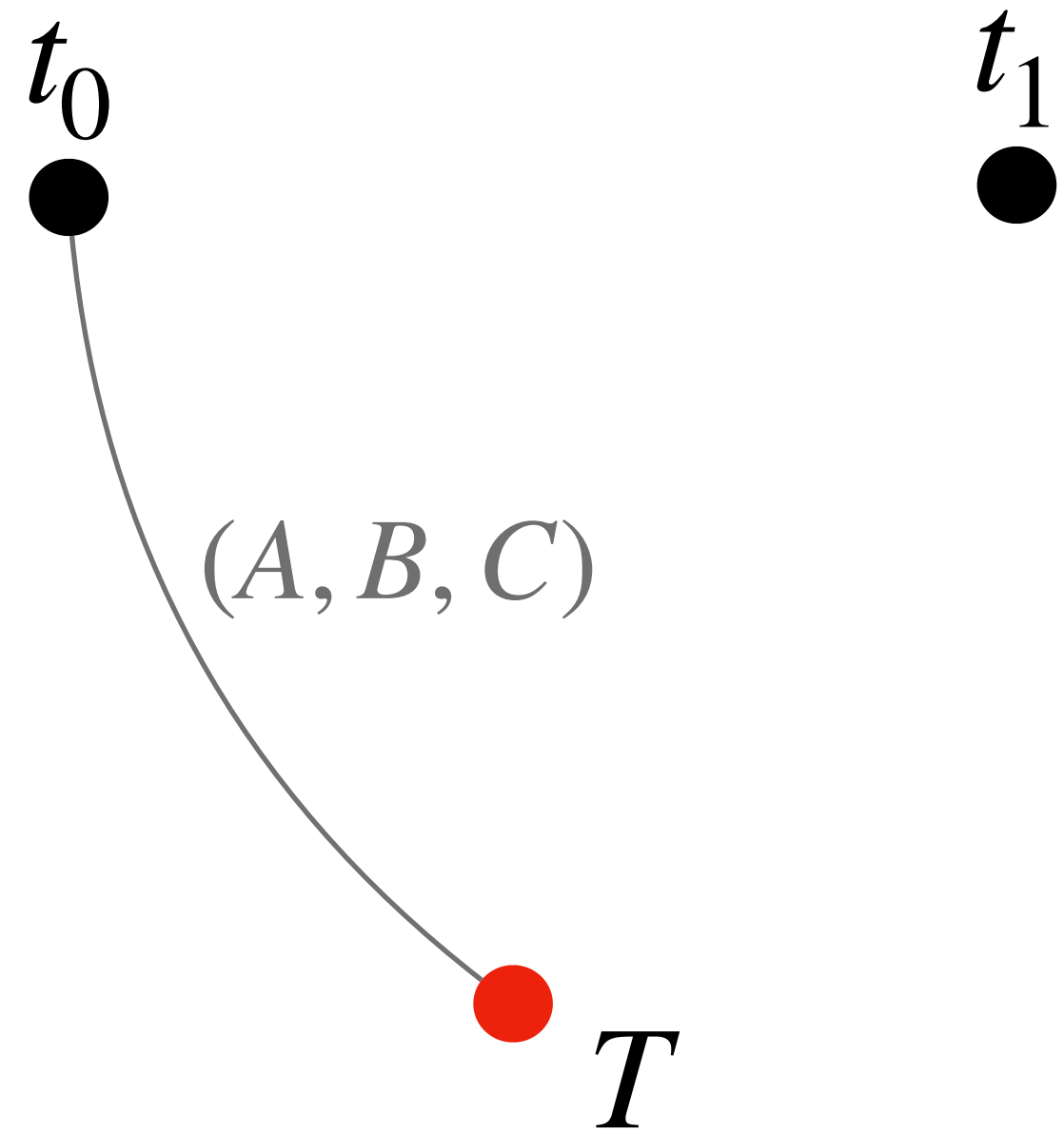
# DFG paper

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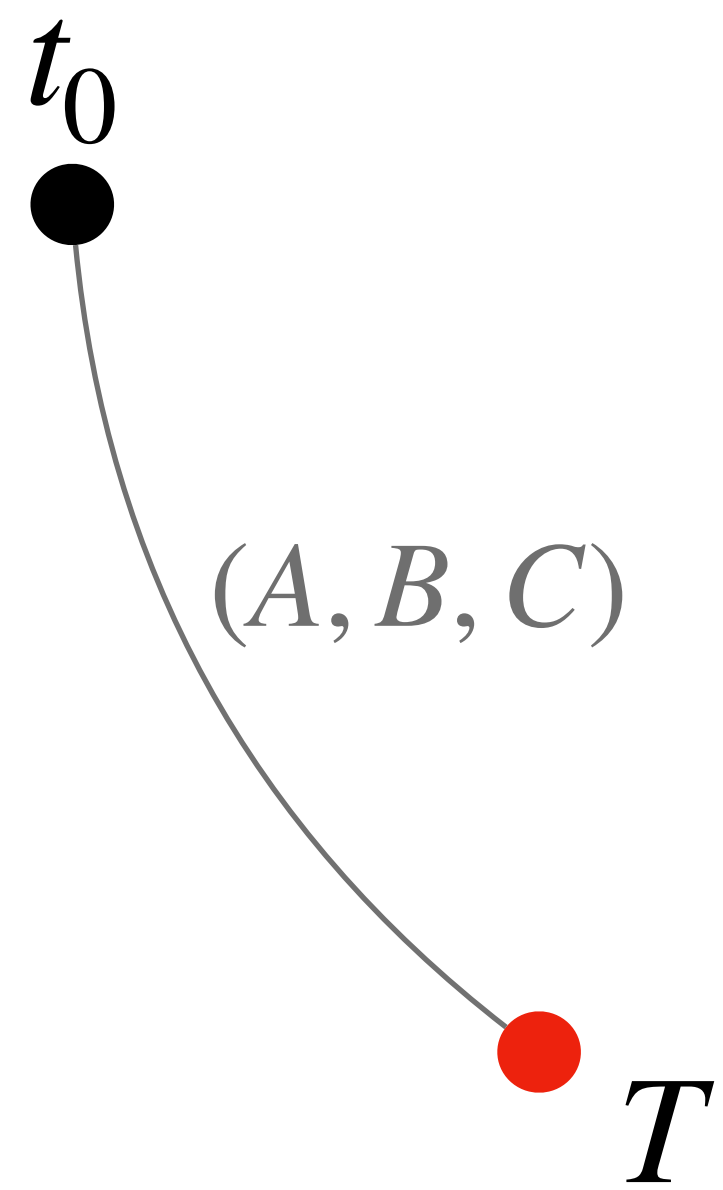
$t_0$   
●

$t_1$   
●

# DFG paper



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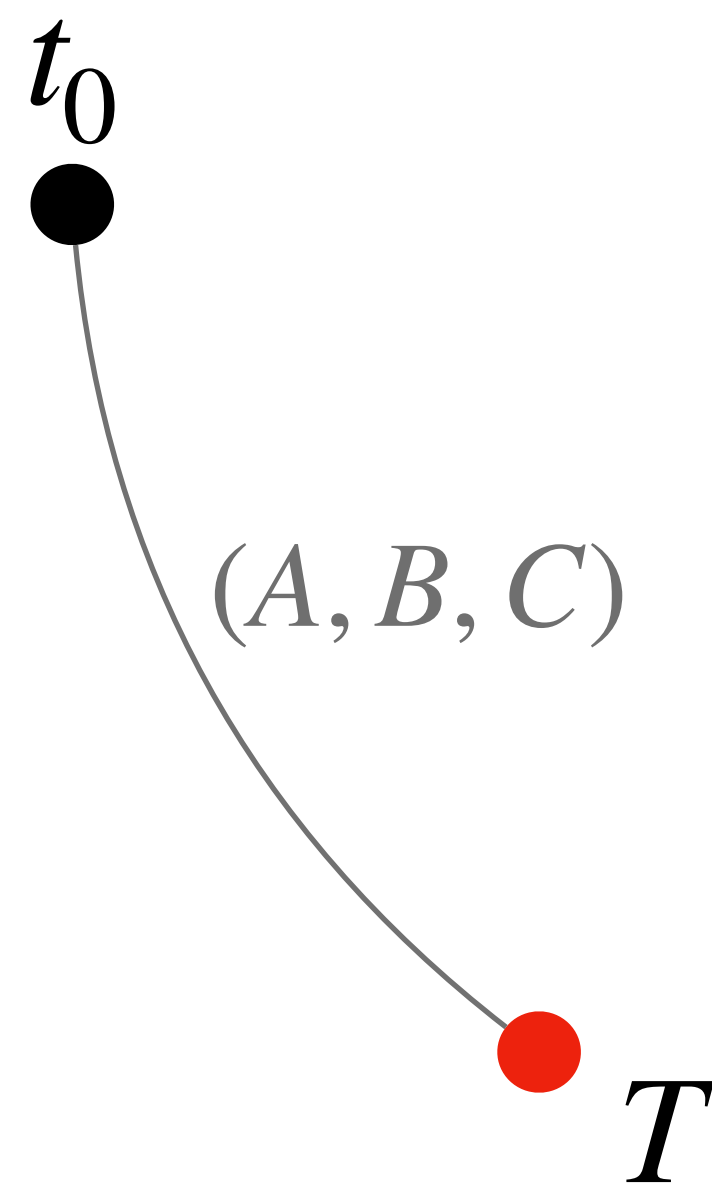


$t_1$



Is it **hiding**?

# DFG paper



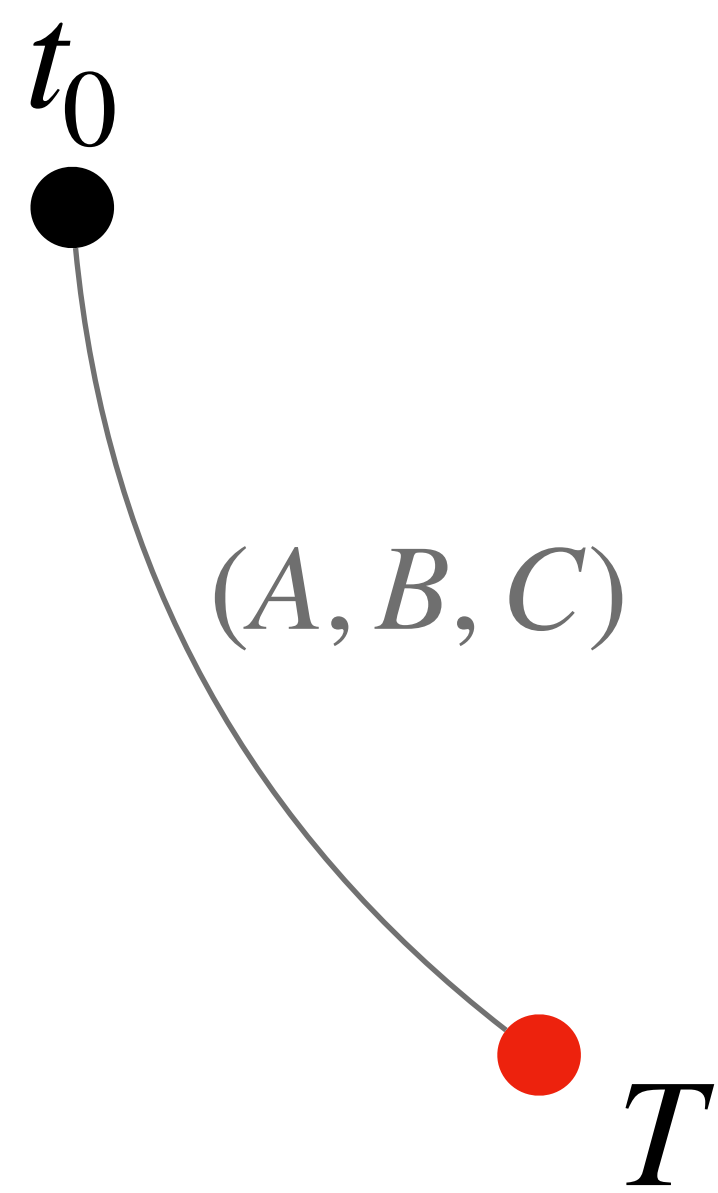
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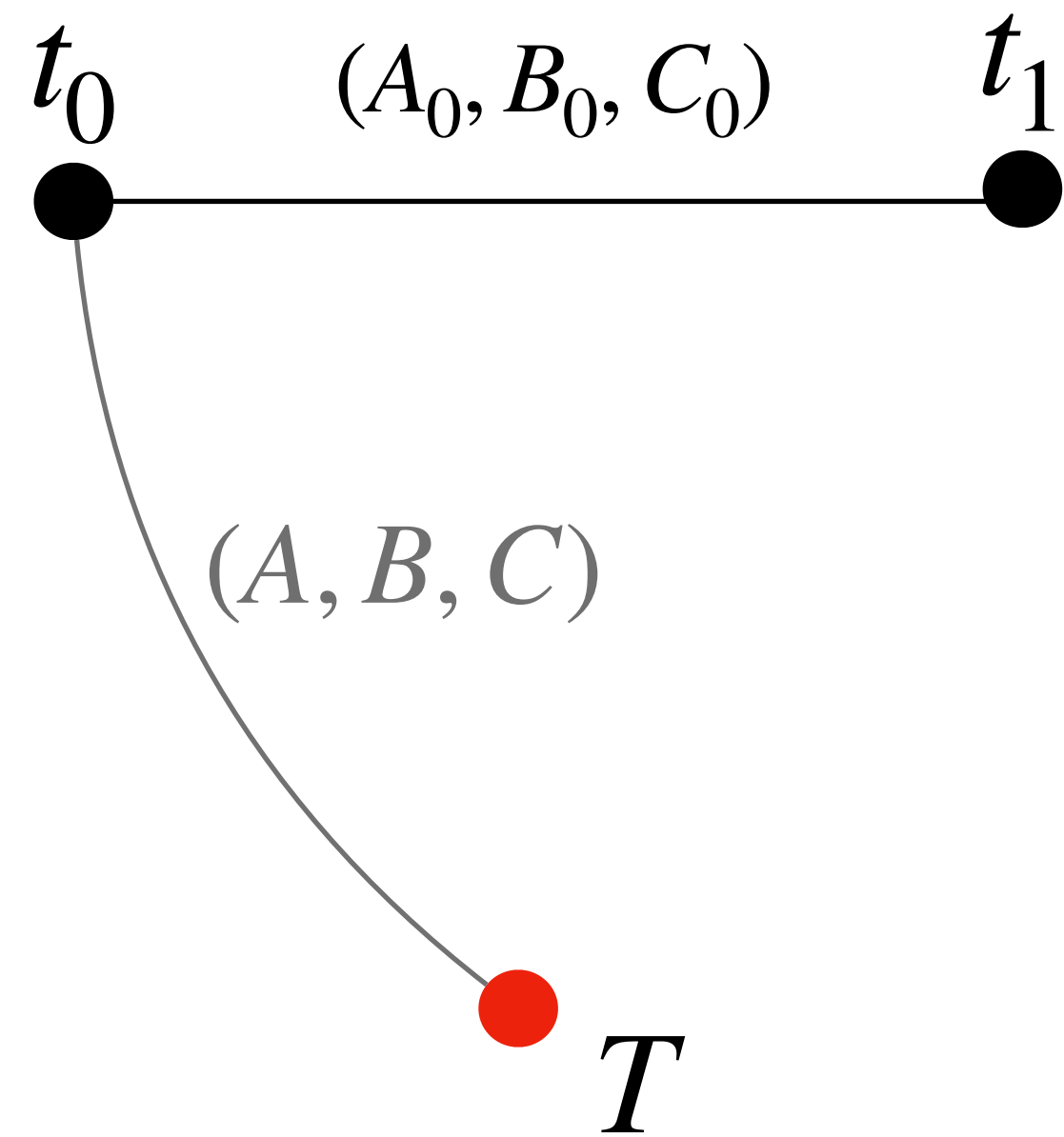
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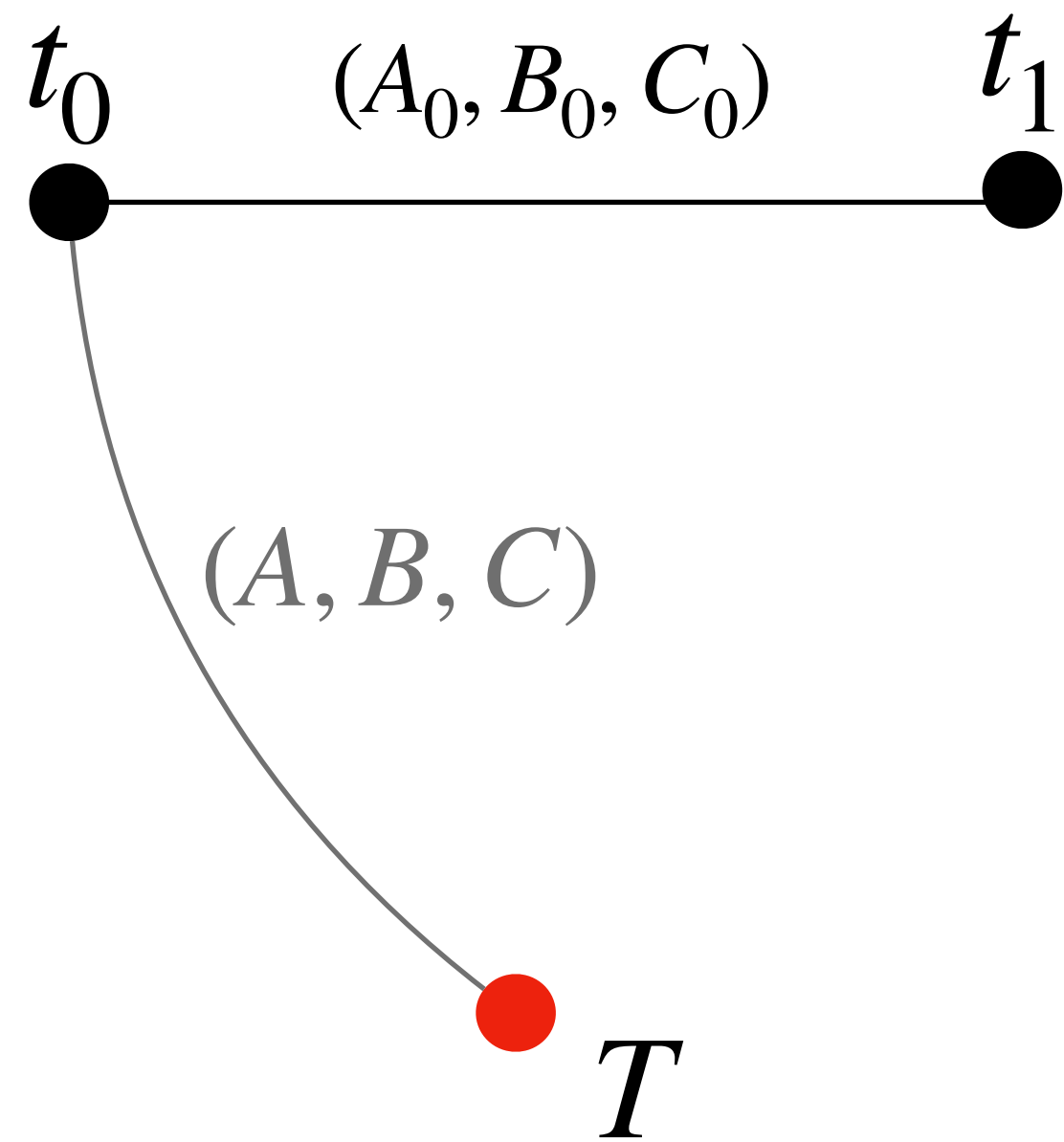
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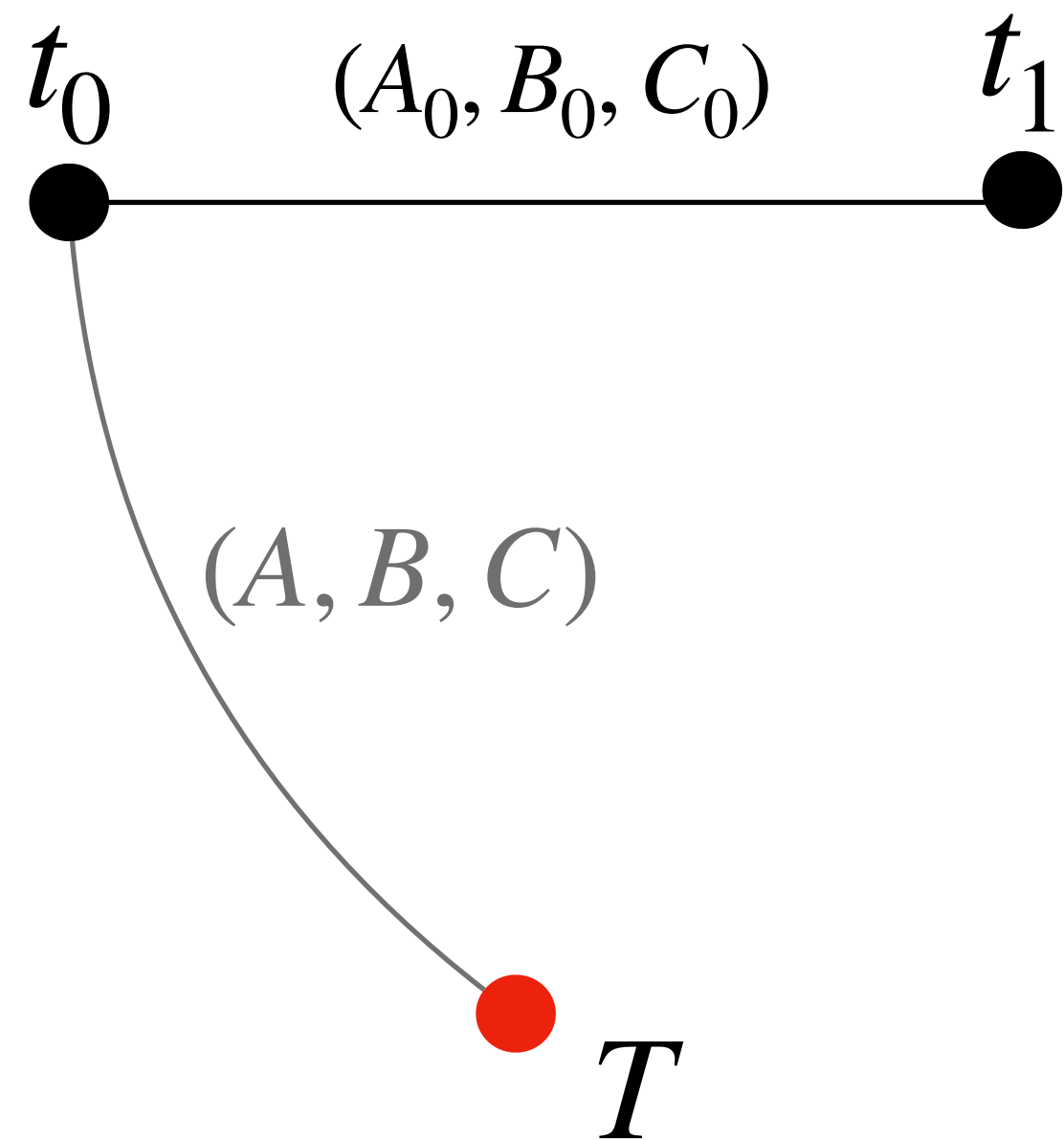
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$$T = (A, B, C) \star t_0$$

$$= (A, B, C) \star ((A_0, B_0, C_0) \star t_1)$$

# Tensors

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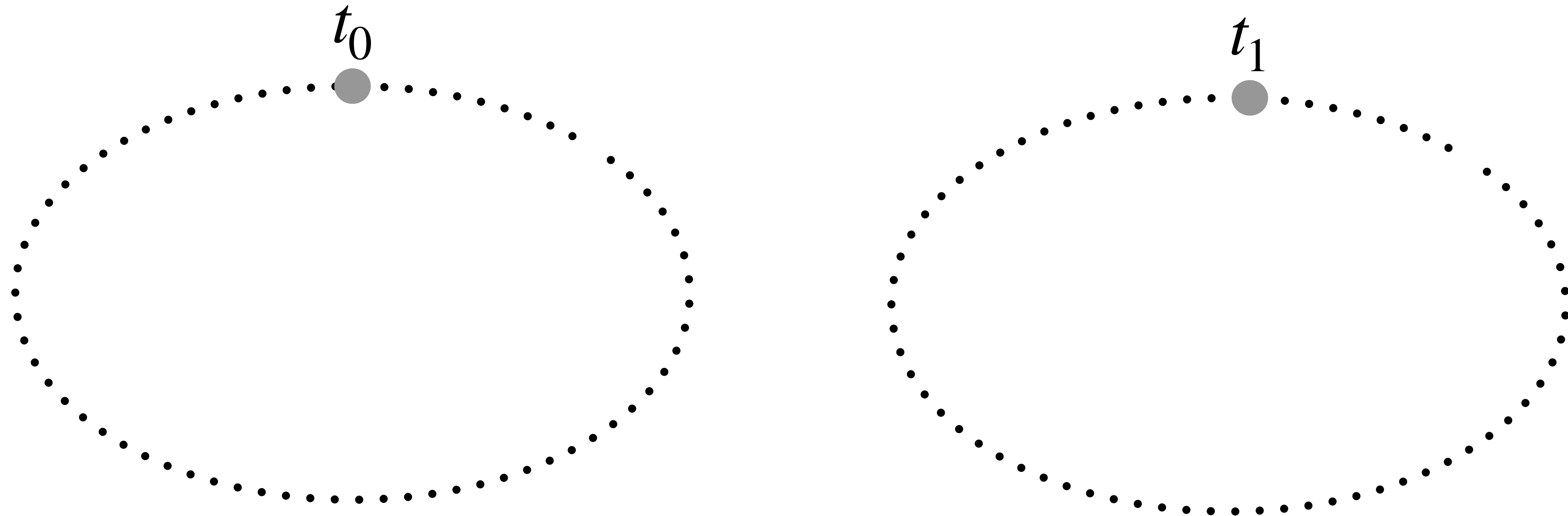
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For **random** tensors, this problem is believed to be hard



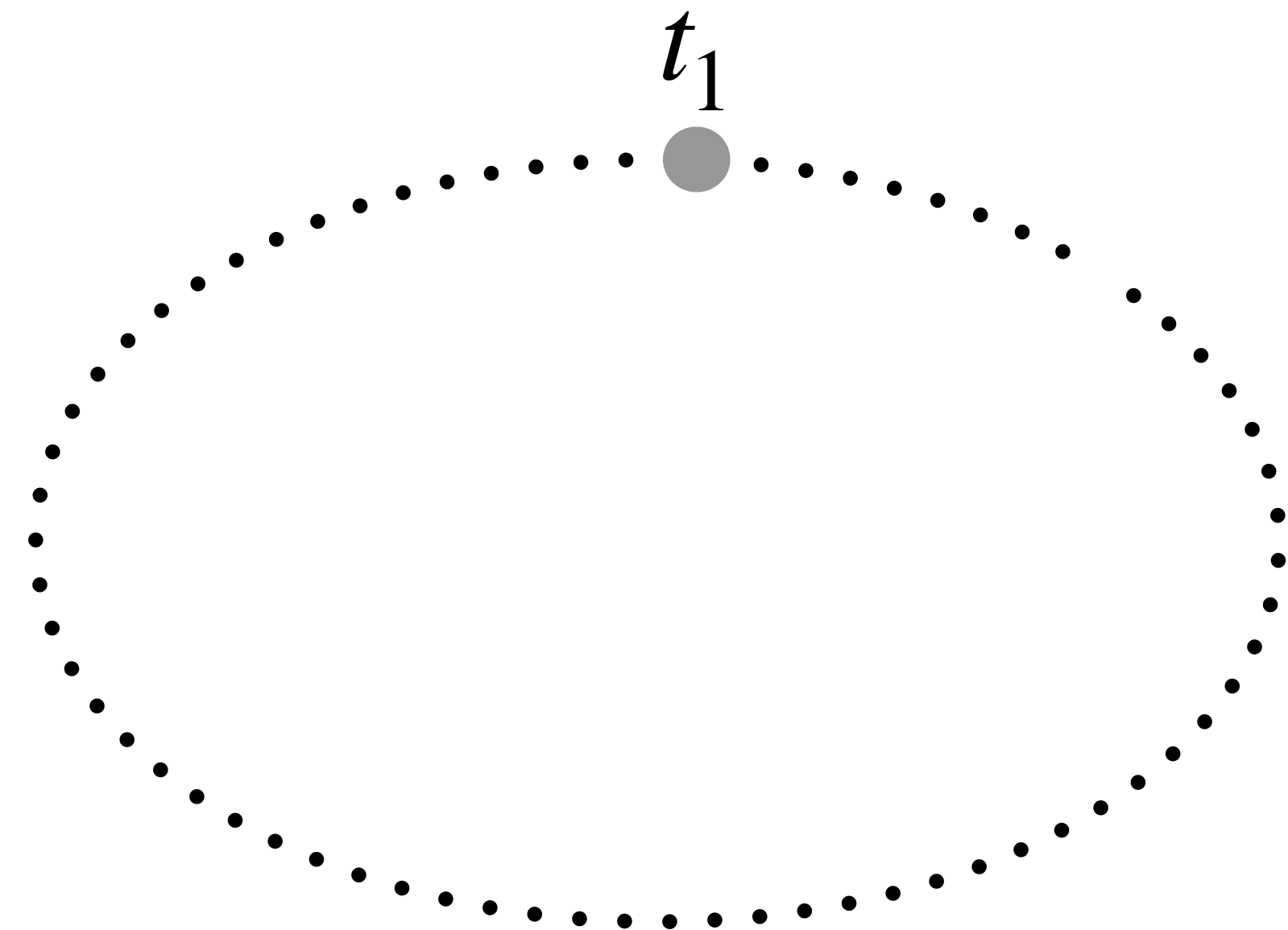
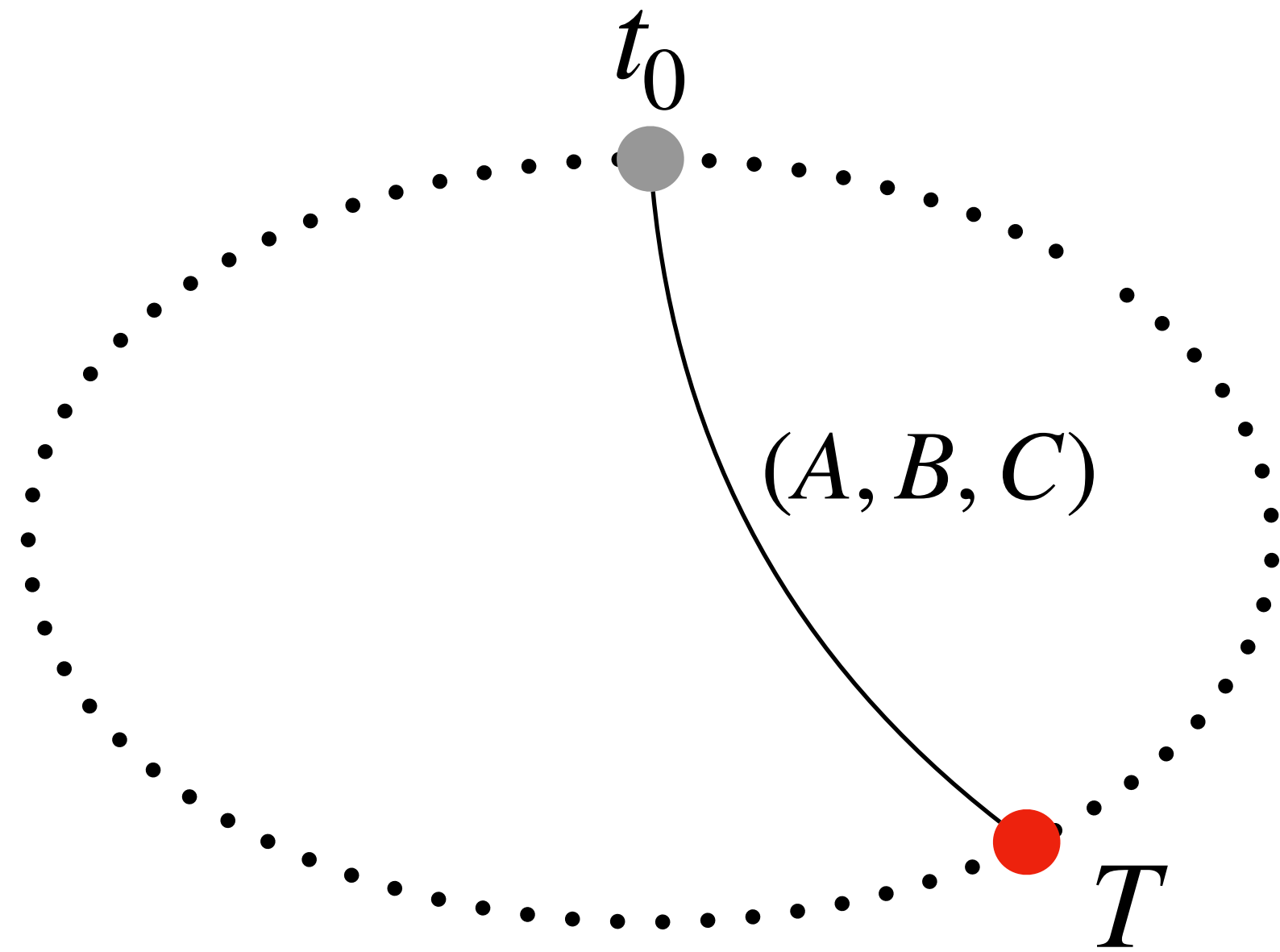
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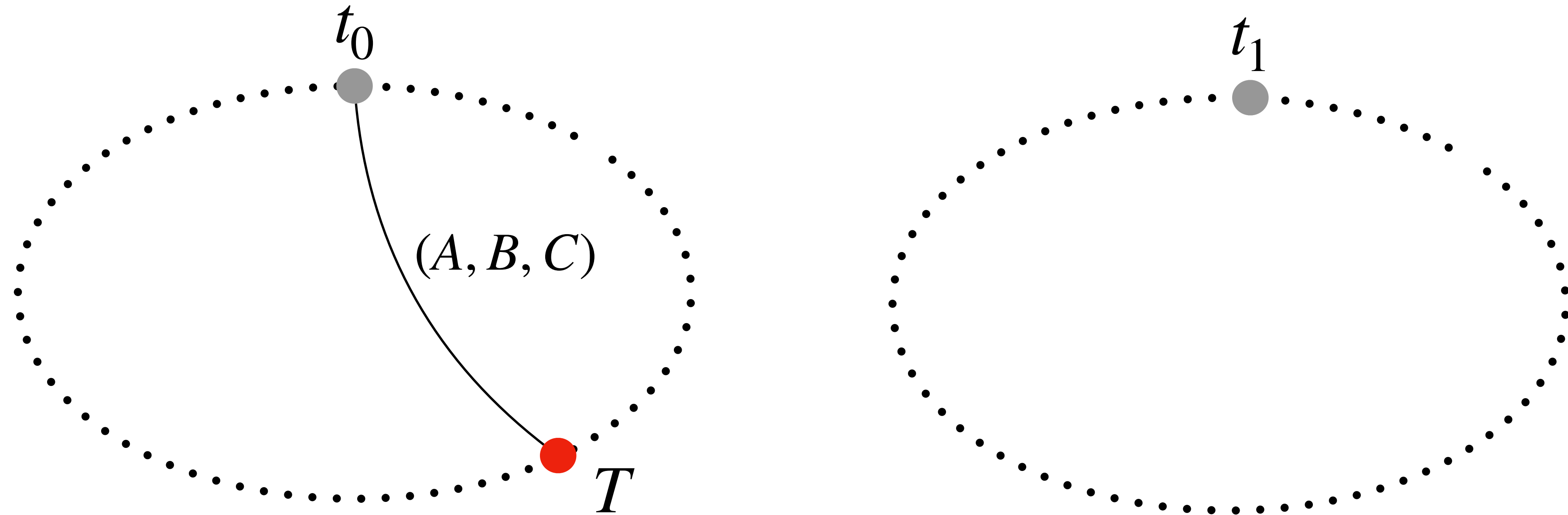
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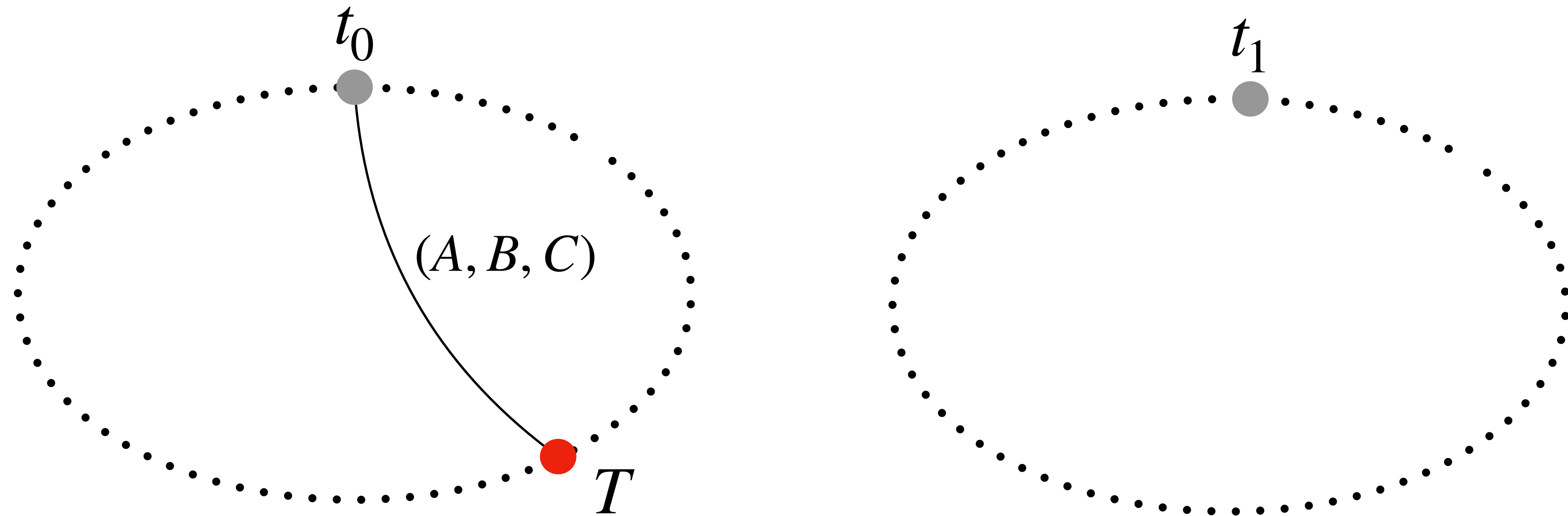
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$$t_0 = \sum_{i=1}^3 e_i \otimes e_i \otimes e_i = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}, \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}, \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

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An example, over  $\mathbb{F}_7$  :

$$\left( \begin{bmatrix} 5 & 4 & 2 \\ 4 & 2 & 0 \\ 1 & 1 & 1 \end{bmatrix}, \begin{bmatrix} 1 & 0 & 0 \\ 0 & 3 & 2 \\ 0 & 2 & 4 \end{bmatrix}, \begin{bmatrix} 5 & 2 & 3 \\ 2 & 1 & 1 \\ 5 & 4 & 2 \end{bmatrix} \right) \star t_1 = \begin{bmatrix} 4 & 3 & 4 \\ 3 & 5 & 6 \\ 2 & 1 & 4 \end{bmatrix}, \begin{bmatrix} 6 & 1 & 6 \\ 5 & 6 & 3 \\ 1 & 4 & 2 \end{bmatrix}, \begin{bmatrix} 5 & 2 & 5 \\ 6 & 3 & 5 \\ 4 & 2 & 1 \end{bmatrix}$$

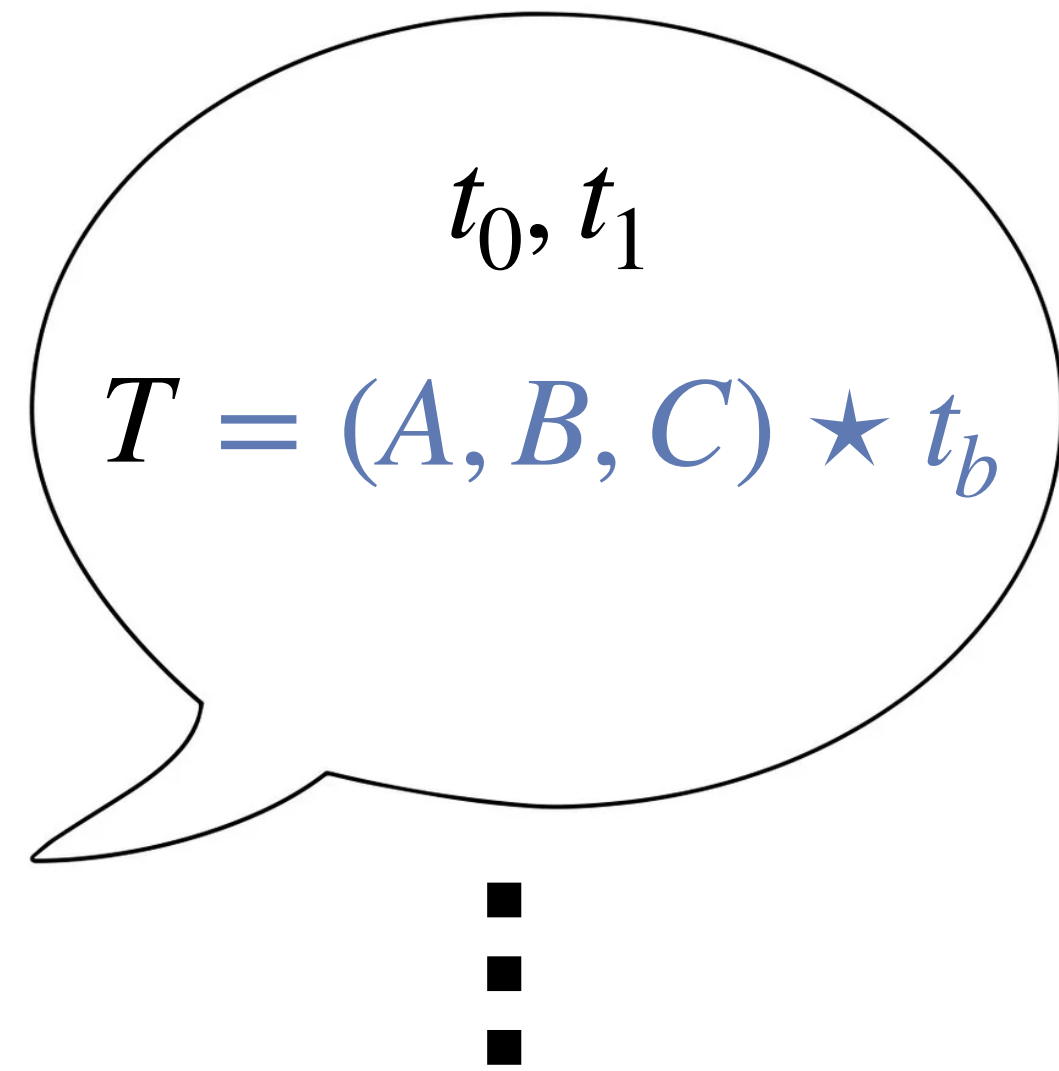
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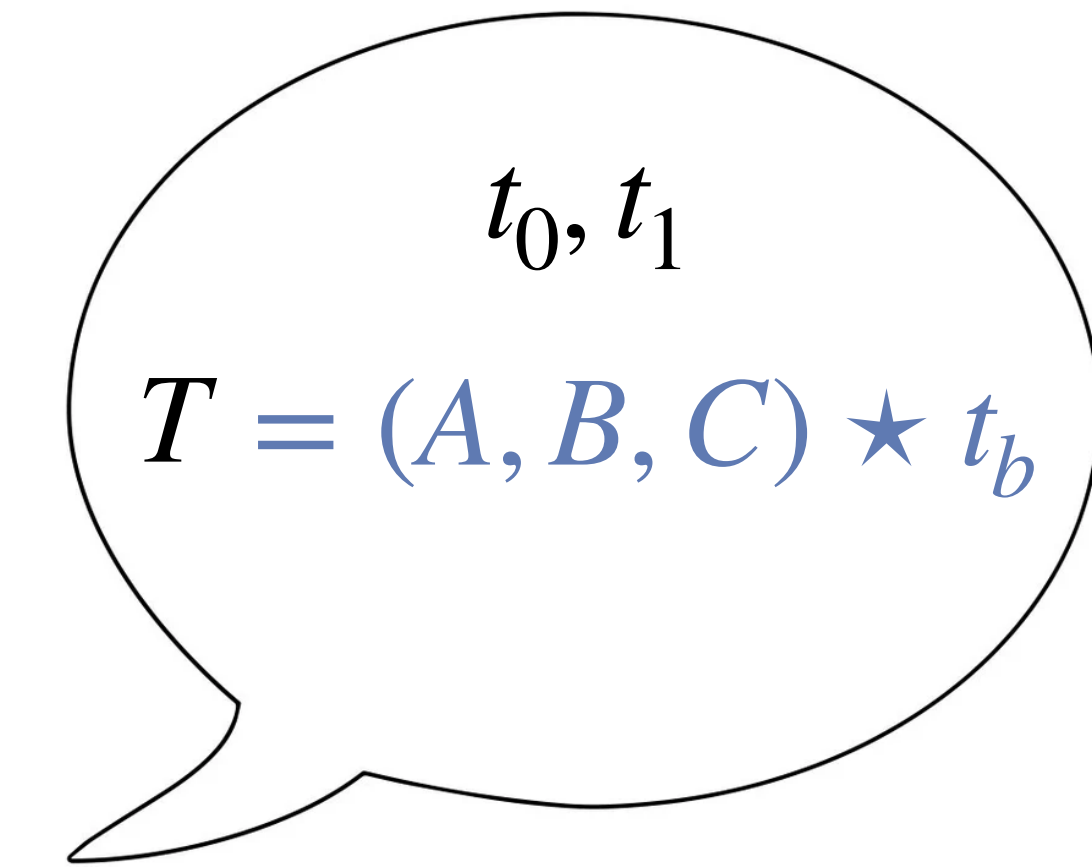
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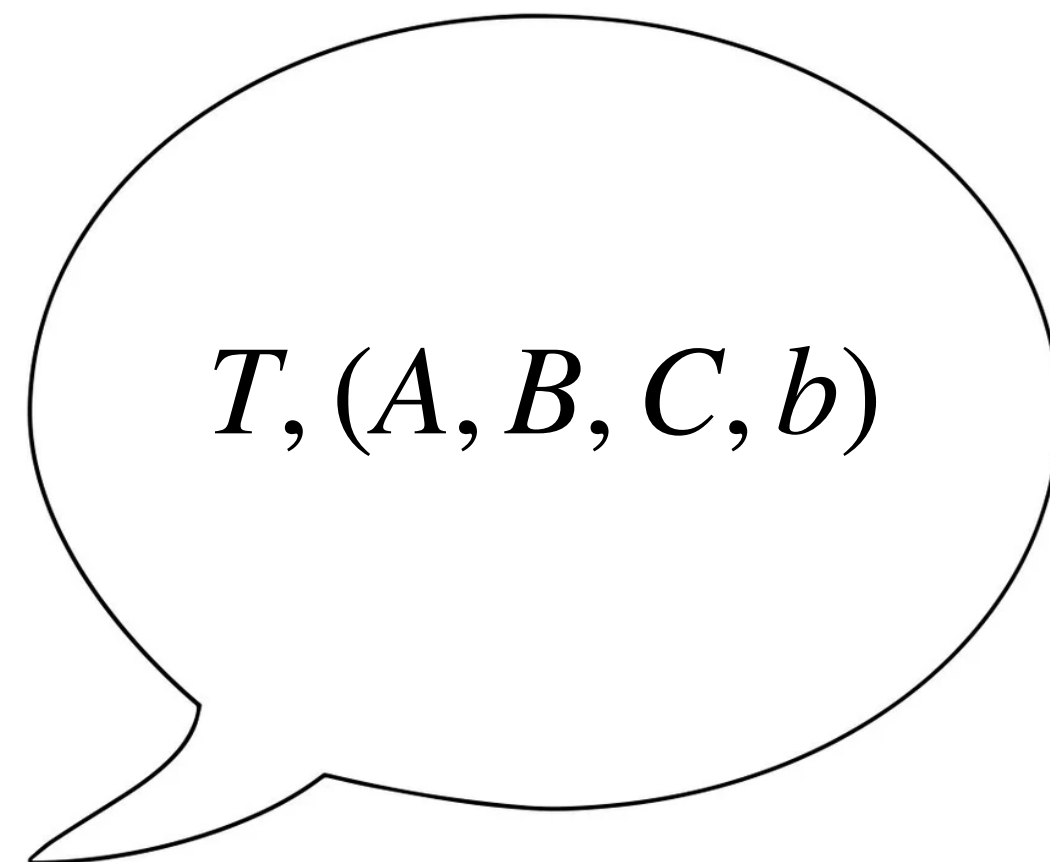
⋮

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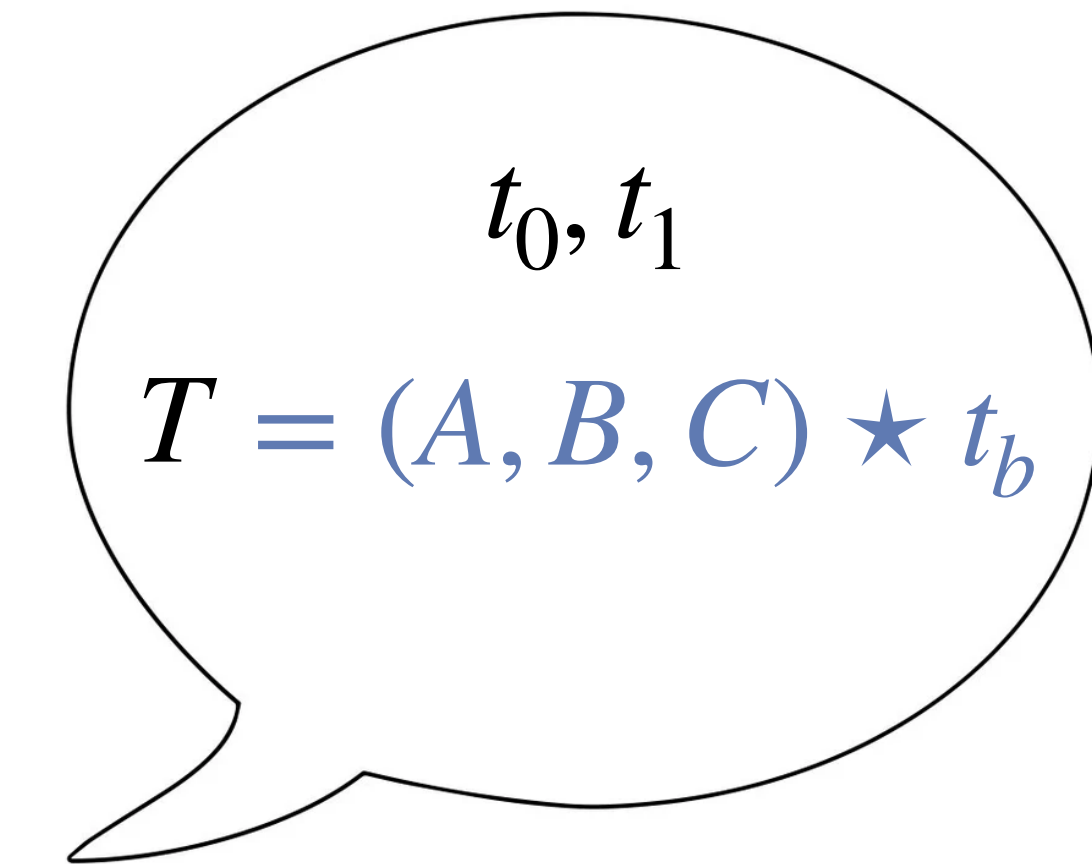


⋮

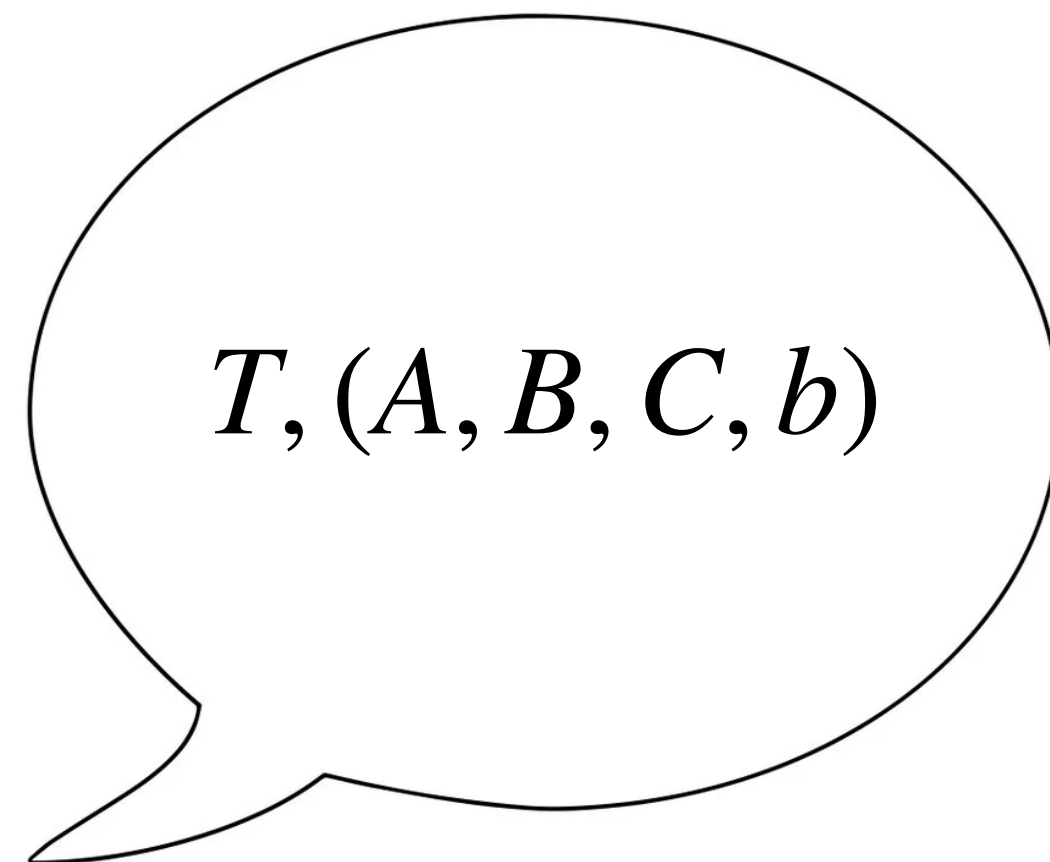


**binding** → perfect

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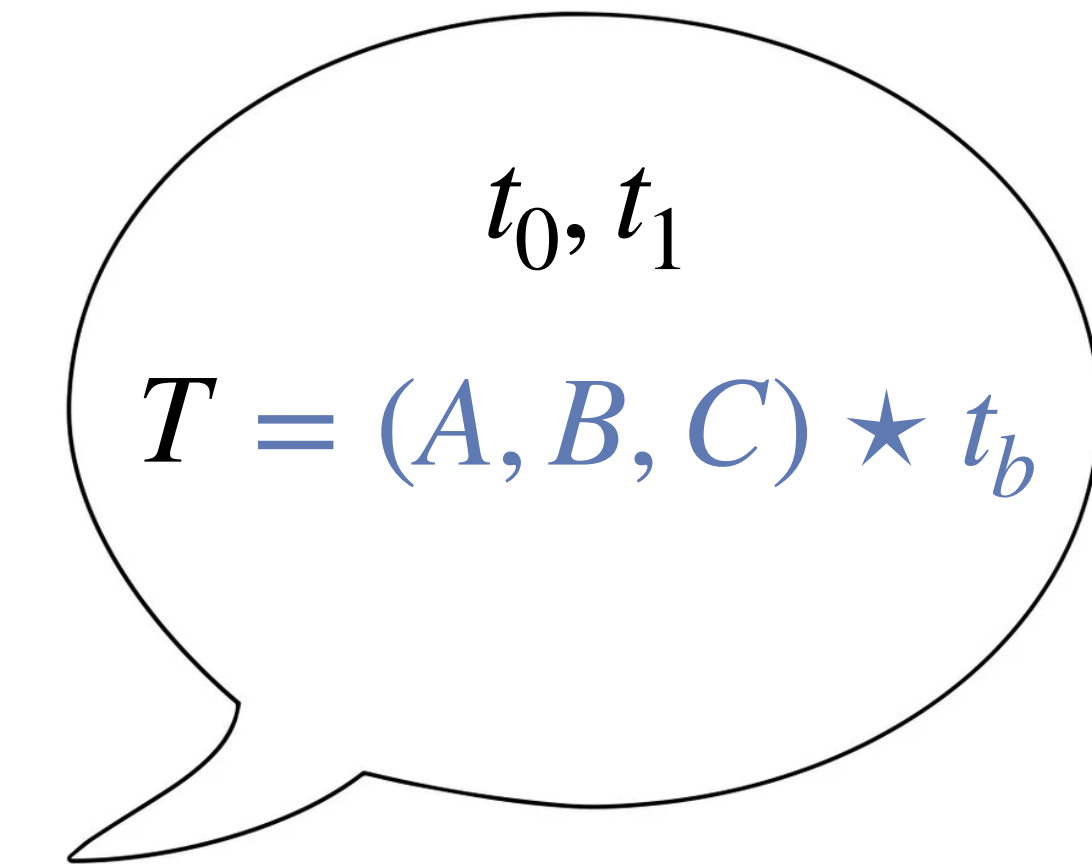
⋮



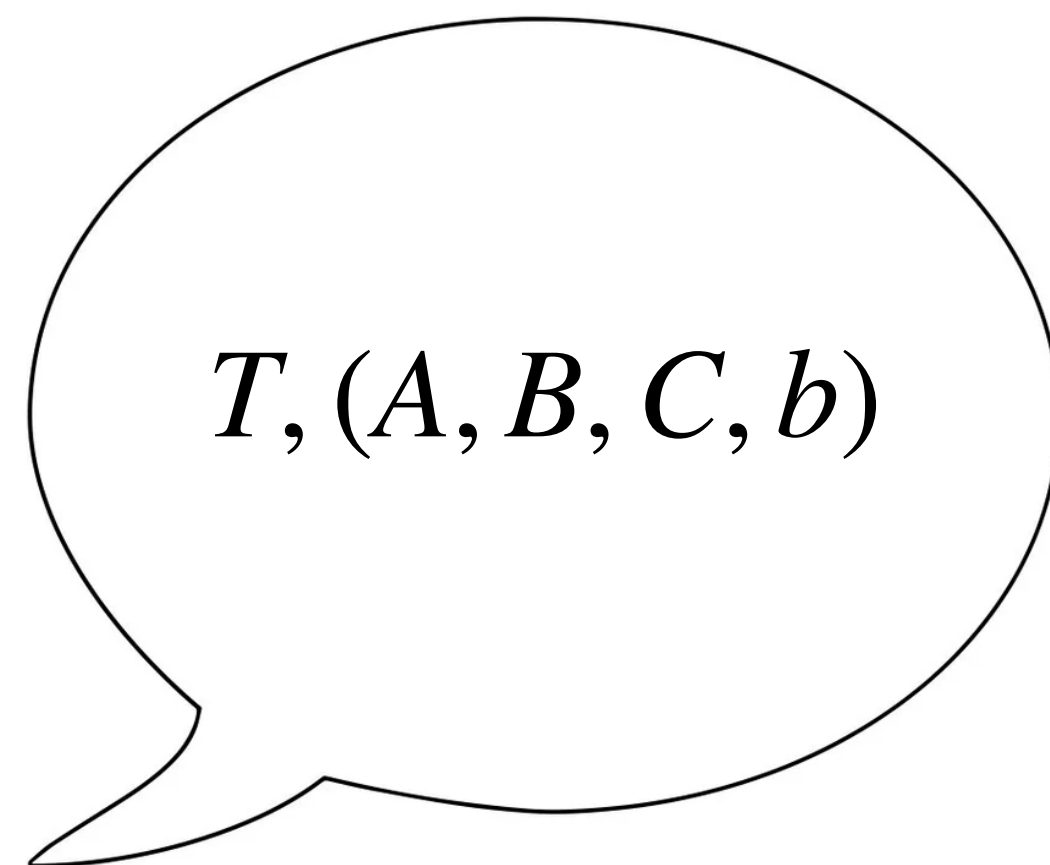
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i.e. points  $\mathbf{u}$  such that  $\text{rank}(u_1 T_1 + \dots + u_n T_n) = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$

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$t_0$  only has the trivial rank 0 point :

$$\mathbf{u} = (0,0,0)$$

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$t_1$  has one (non-trivial) rank 0 point : scalar multiples of  $\mathbf{u} = (0,0,1)$

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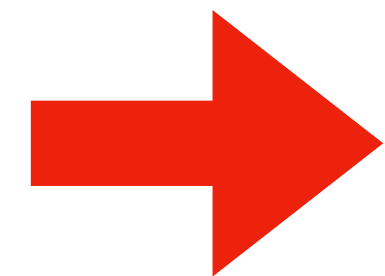
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$O(n^4)$  complexity

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## Parameters

$n$	$q$
14	4093
22	4093
30	2039

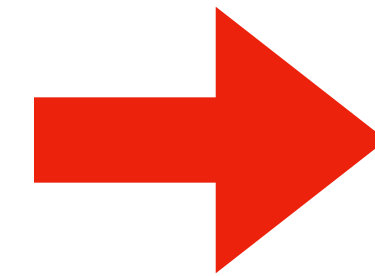
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Distinguishing attack:

→ Runtime < 1 second

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What about cTIP?

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A first attempt : Gröbner basis?

We can use a *Gröbner basis* to solve systems of multivariate polynomials

→ uses *Buchberger's algorithm*

→ manipulates the polynomials to eventually apply Gaussian elimination

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$$T = \left( \begin{bmatrix} a_{1,1} & a_{1,2} & a_{1,3} \\ a_{2,1} & a_{2,2} & a_{2,3} \\ a_{3,1} & a_{3,2} & a_{3,3} \end{bmatrix}, \begin{bmatrix} b_{1,1} & b_{1,2} & b_{1,3} \\ b_{2,1} & b_{2,2} & b_{2,3} \\ b_{3,1} & b_{3,2} & b_{3,3} \end{bmatrix}, \begin{bmatrix} c_{1,1} & c_{1,2} & c_{1,3} \\ c_{2,1} & c_{2,2} & c_{2,3} \\ c_{3,1} & c_{3,2} & c_{3,3} \end{bmatrix} \right) \star t_0$$

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Upon first try, our instance has too many solutions...

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$$\begin{bmatrix} \lambda_a & 0 & 0 \\ 0 & \lambda_a & 0 \\ 0 & 0 & \lambda_a \end{bmatrix} \cdot \begin{bmatrix} \lambda_b & 0 & 0 \\ 0 & \lambda_b & 0 \\ 0 & 0 & \lambda_b \end{bmatrix} \cdot \begin{bmatrix} \lambda_c & 0 & 0 \\ 0 & \lambda_c & 0 \\ 0 & 0 & \lambda_c \end{bmatrix} = I$$

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any permutation matrices  $(P, P, P)$ ,

$$\text{e.g. } \begin{bmatrix} 0 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$



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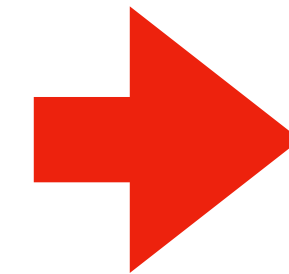
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$O(n^6)$  complexity

# Computational attack

Runtime for the attack:

$n$	$q$	Time (s)
14	4093	9.3
22	4093	141.6
30	2039	858.9

# MinRank



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There was only 1 rank-0 matrix:  $\begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$

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*MinRank:*

Given an integer  $r \in \mathbb{N}$  and  $k$  matrices  $M_1, \dots, M_k$ ,  
find integers  $x_1, \dots, x_k$  (not all zero) such that

$$\text{rank}\left(x_1 M_1 + \dots + x_k M_k\right) \leq r$$

# MinRank

We used the following work (*AsiaCrypt 2020*):

## Improvements of Algebraic Attacks for solving the Rank Decoding and MinRank problems

Magali Bardet<sup>4,5</sup>, Maxime Bros<sup>1</sup>, Daniel Cabarcas<sup>6</sup>, Philippe Gaborit<sup>1</sup>, Ray Perlner<sup>2</sup>, Daniel Smith-Tone<sup>2,3</sup>, Jean-Pierre Tillich<sup>4</sup>, and Javier Verbel<sup>6</sup>

<sup>1</sup> Univ. Limoges, CNRS, XLIM, UMR 7252, F-87000 Limoges, France  
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→ we were able to solve with **direct linearization**

→ for  $r > 1$  the complexity quickly increases

# Repair

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What do we need?



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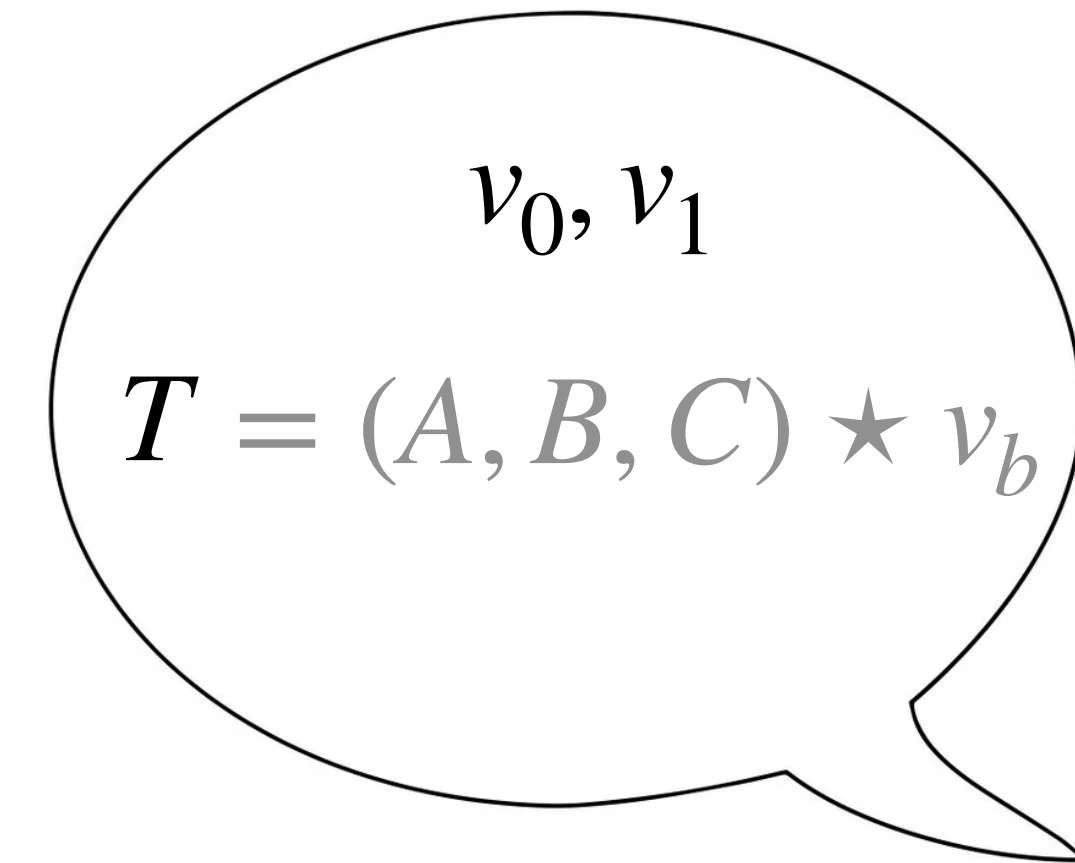
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$v_0, v_1$   
 $T = (A, B, C) \star v_b$

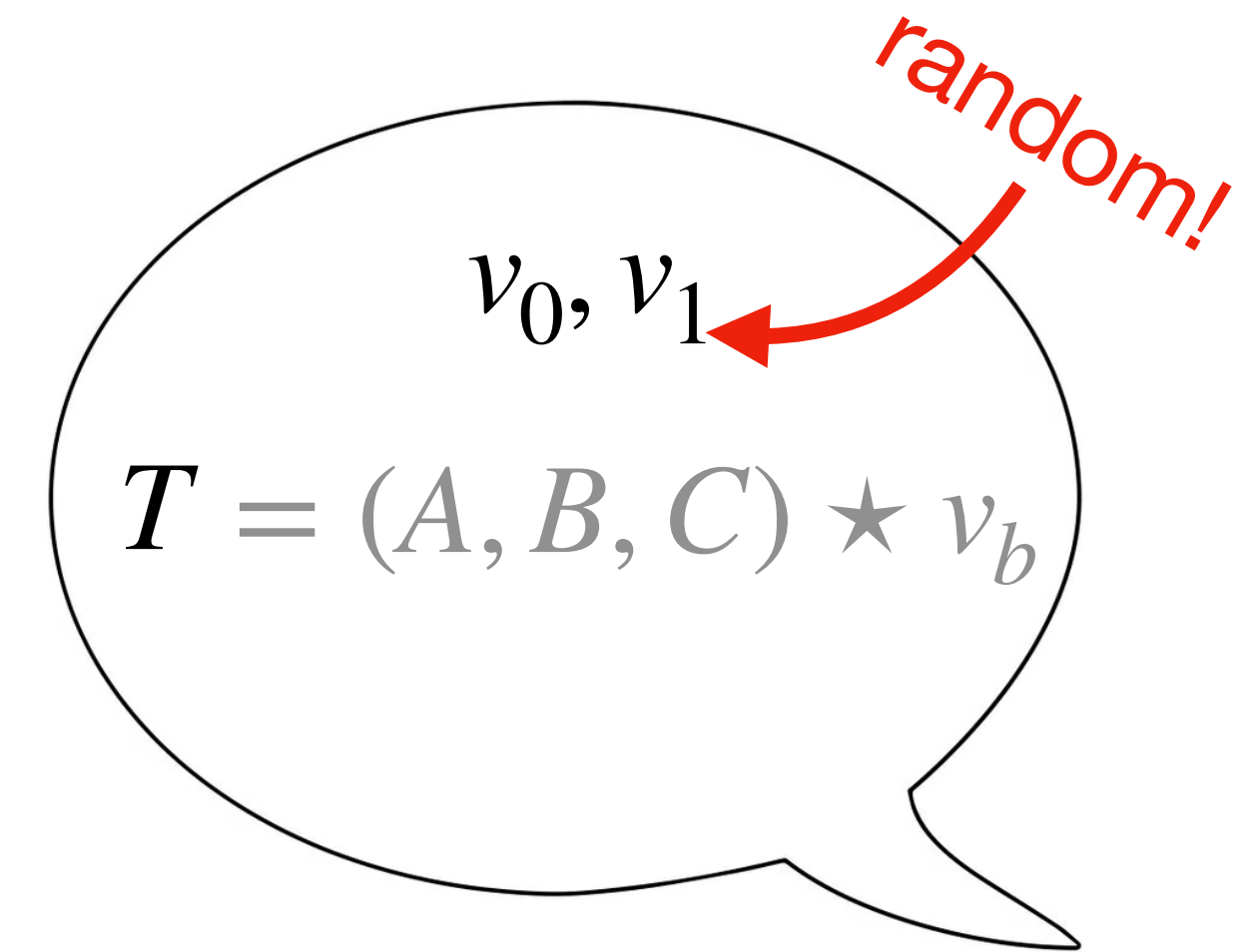
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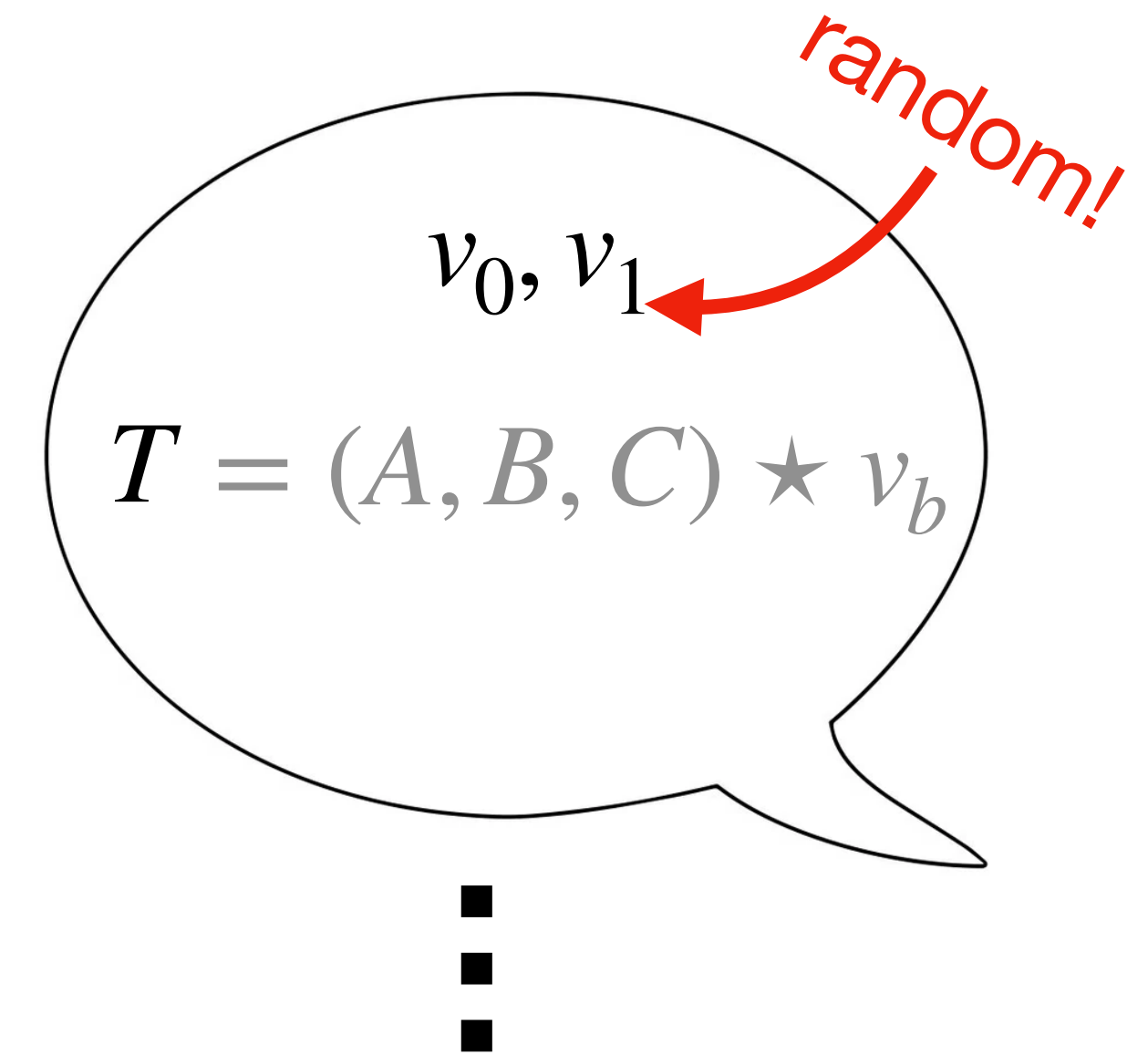
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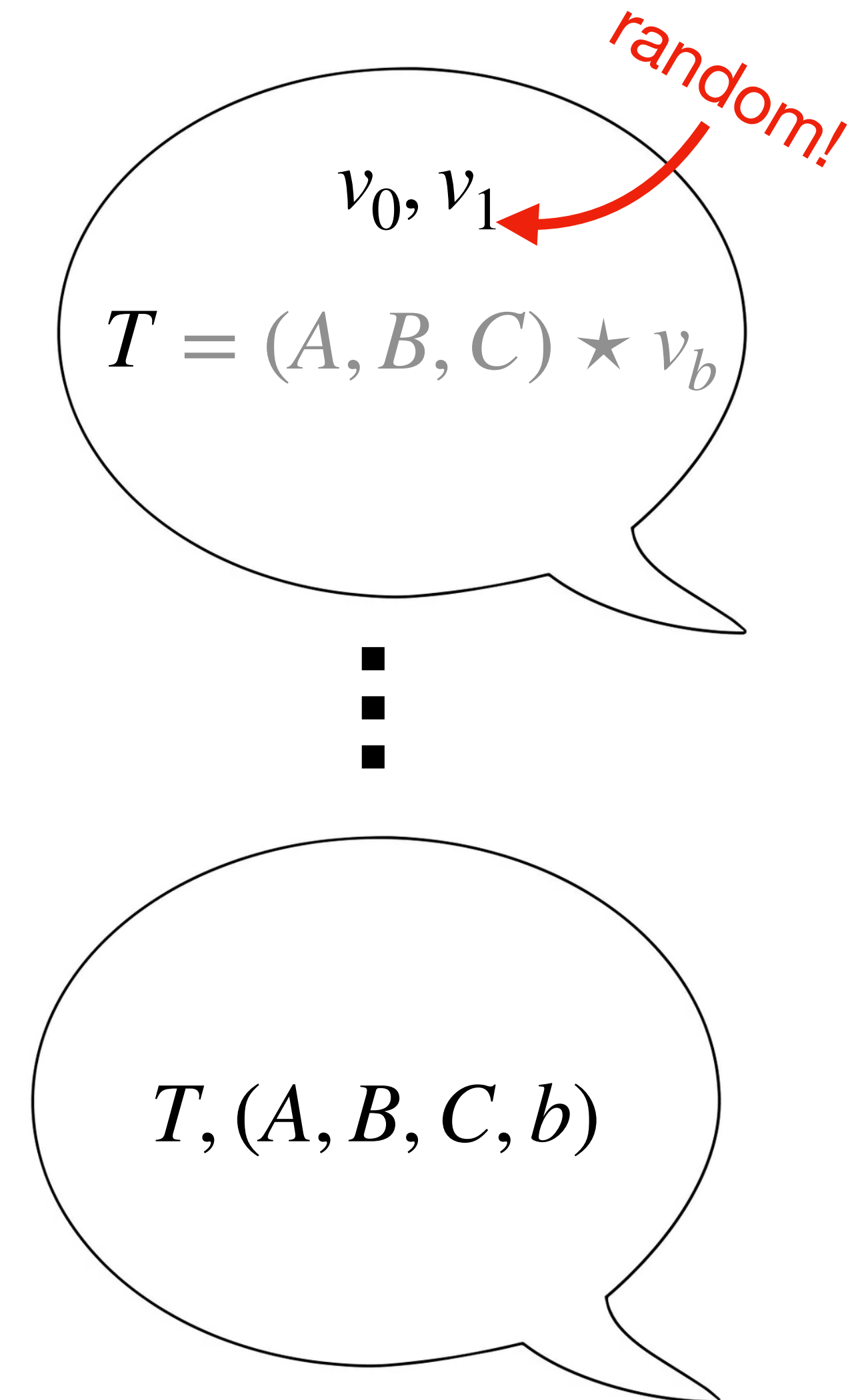
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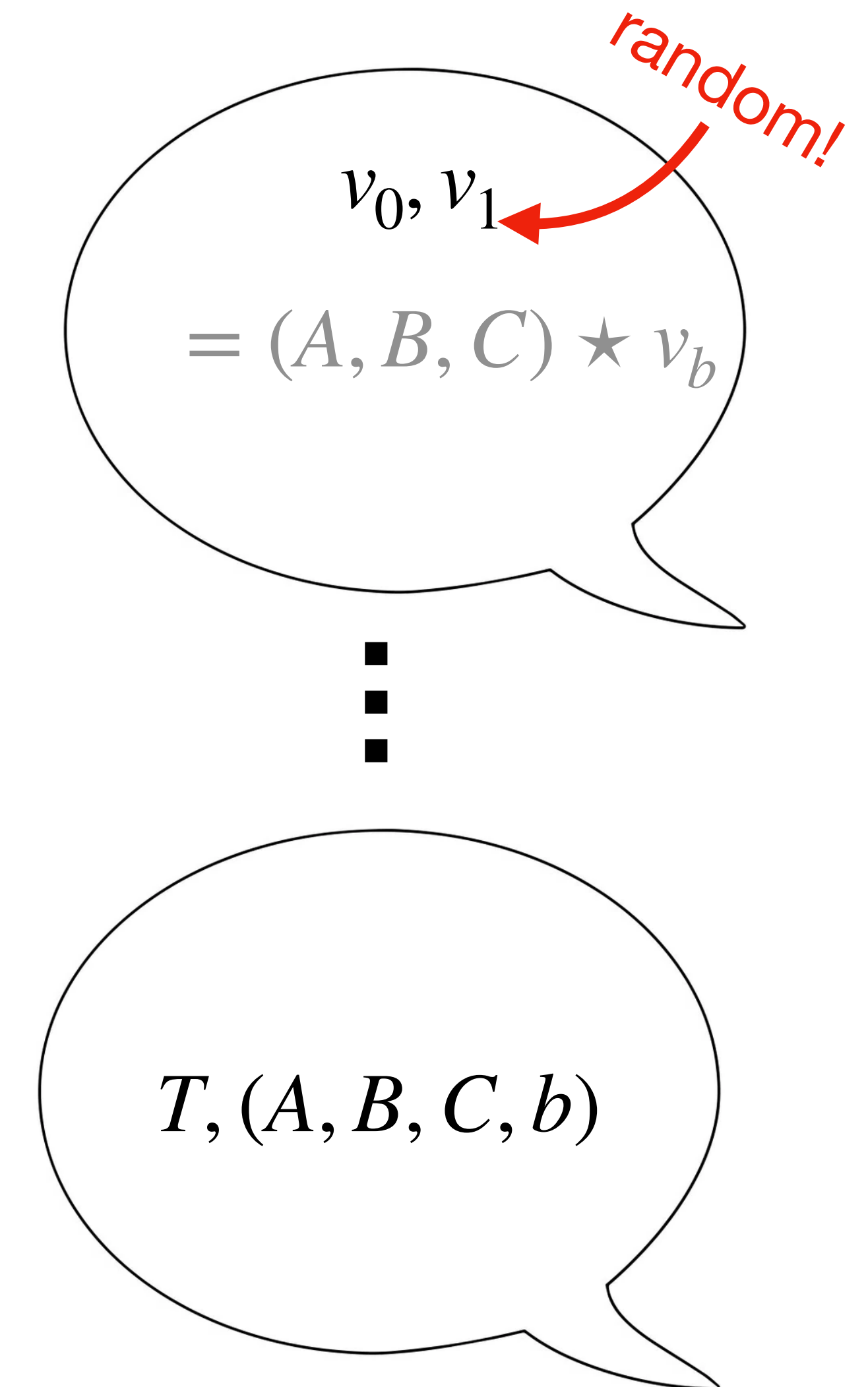
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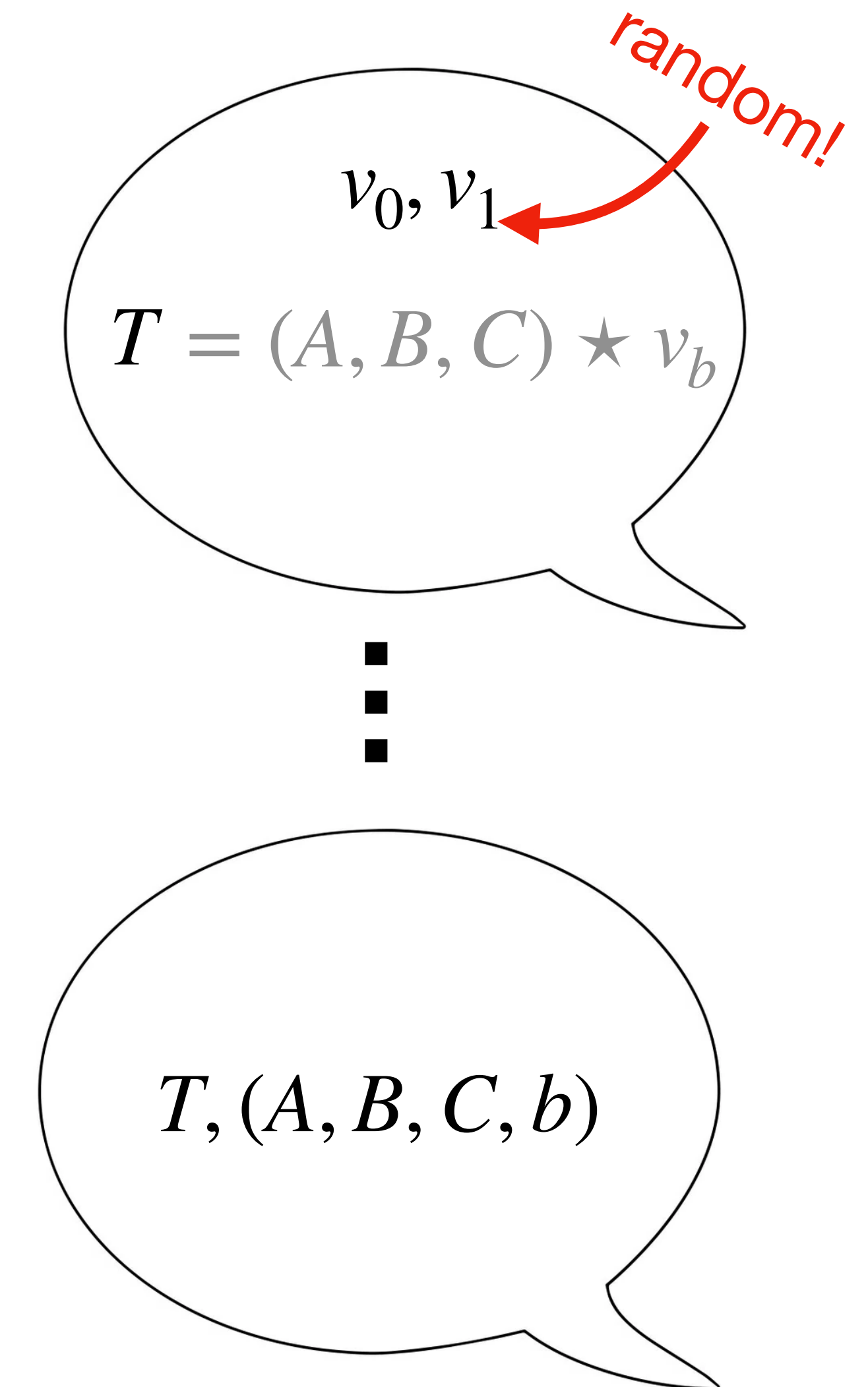
How can we ensure that  $v_0, v_1$  are generated randomly?





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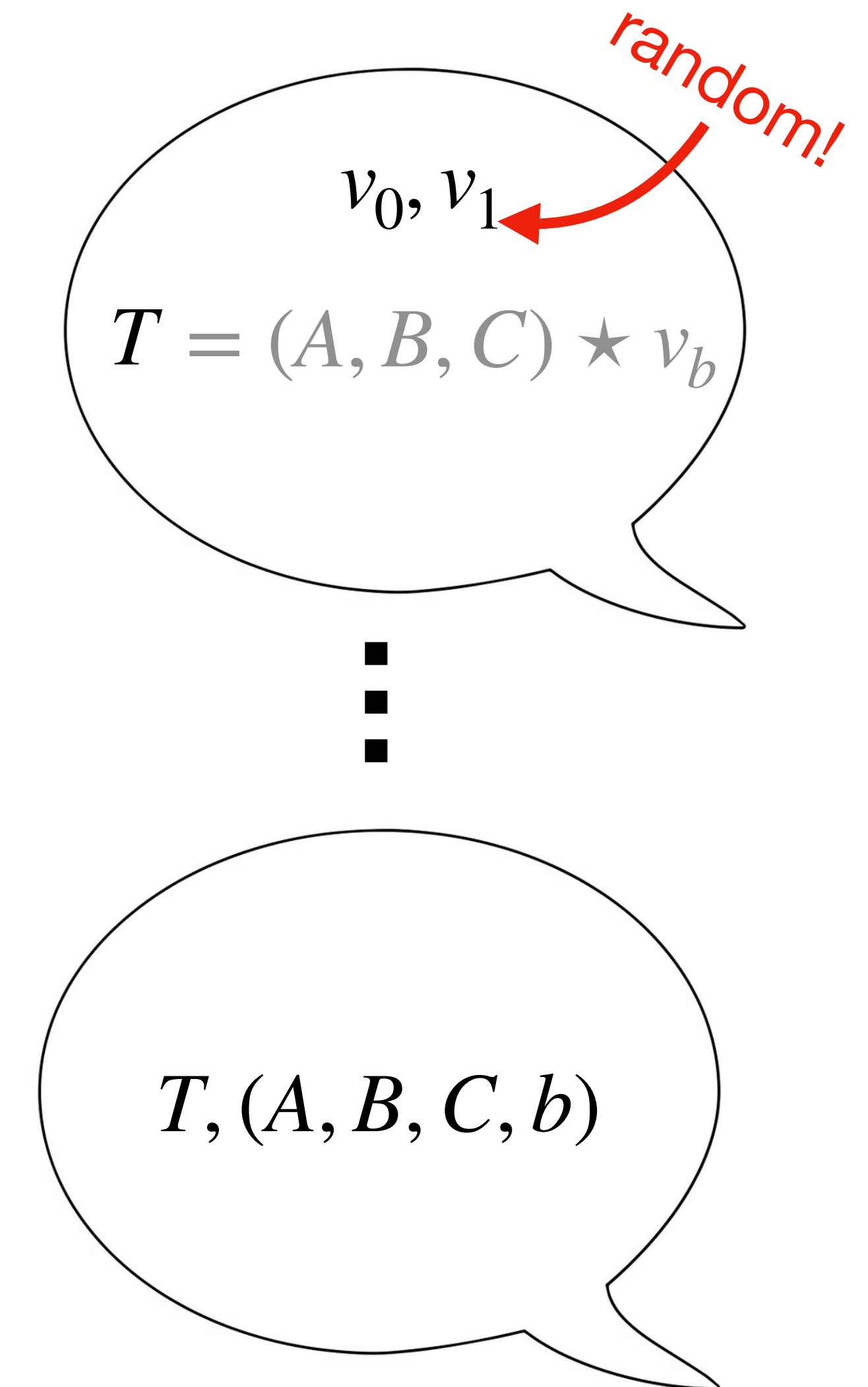
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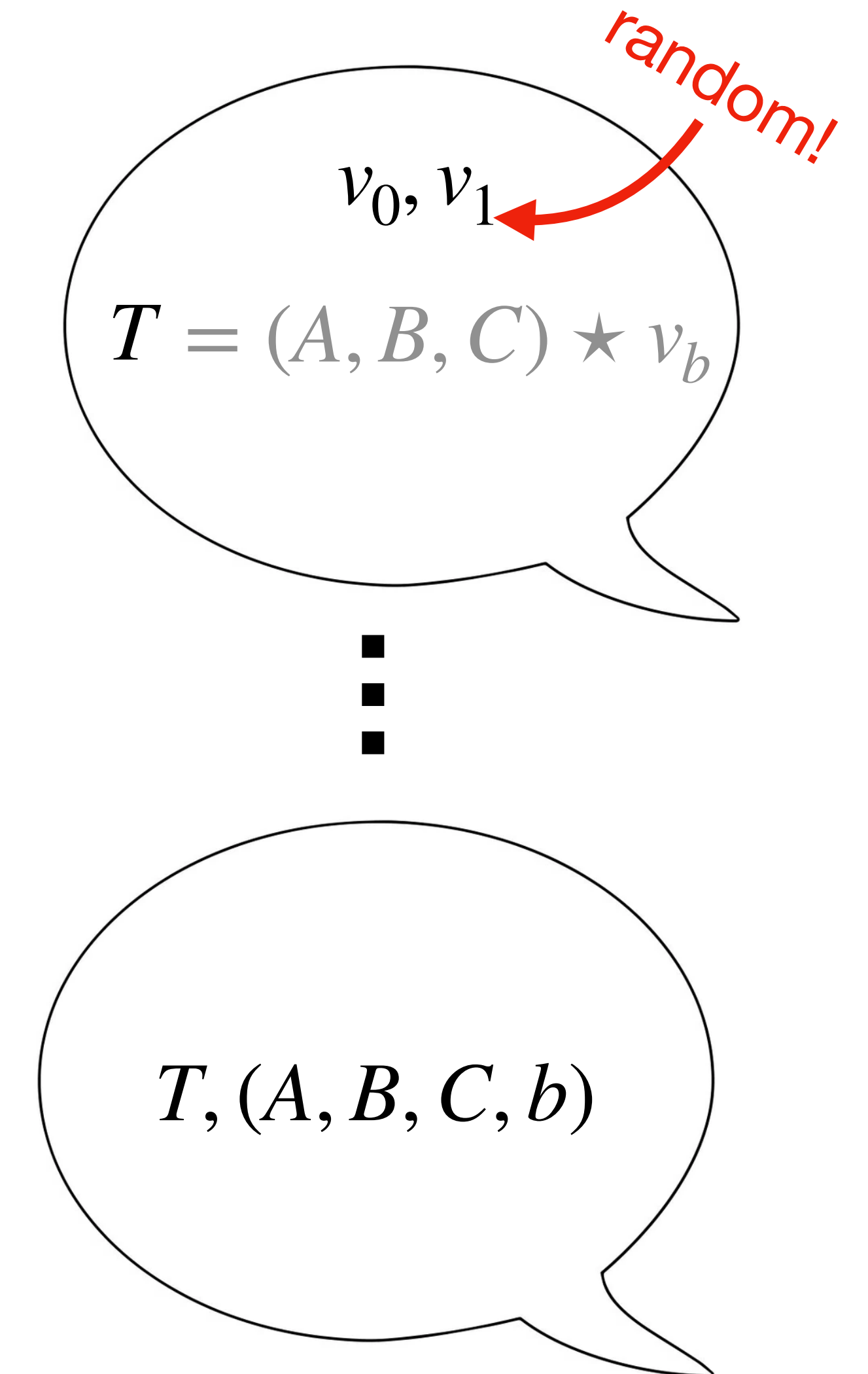
→ pseudo-random number generator



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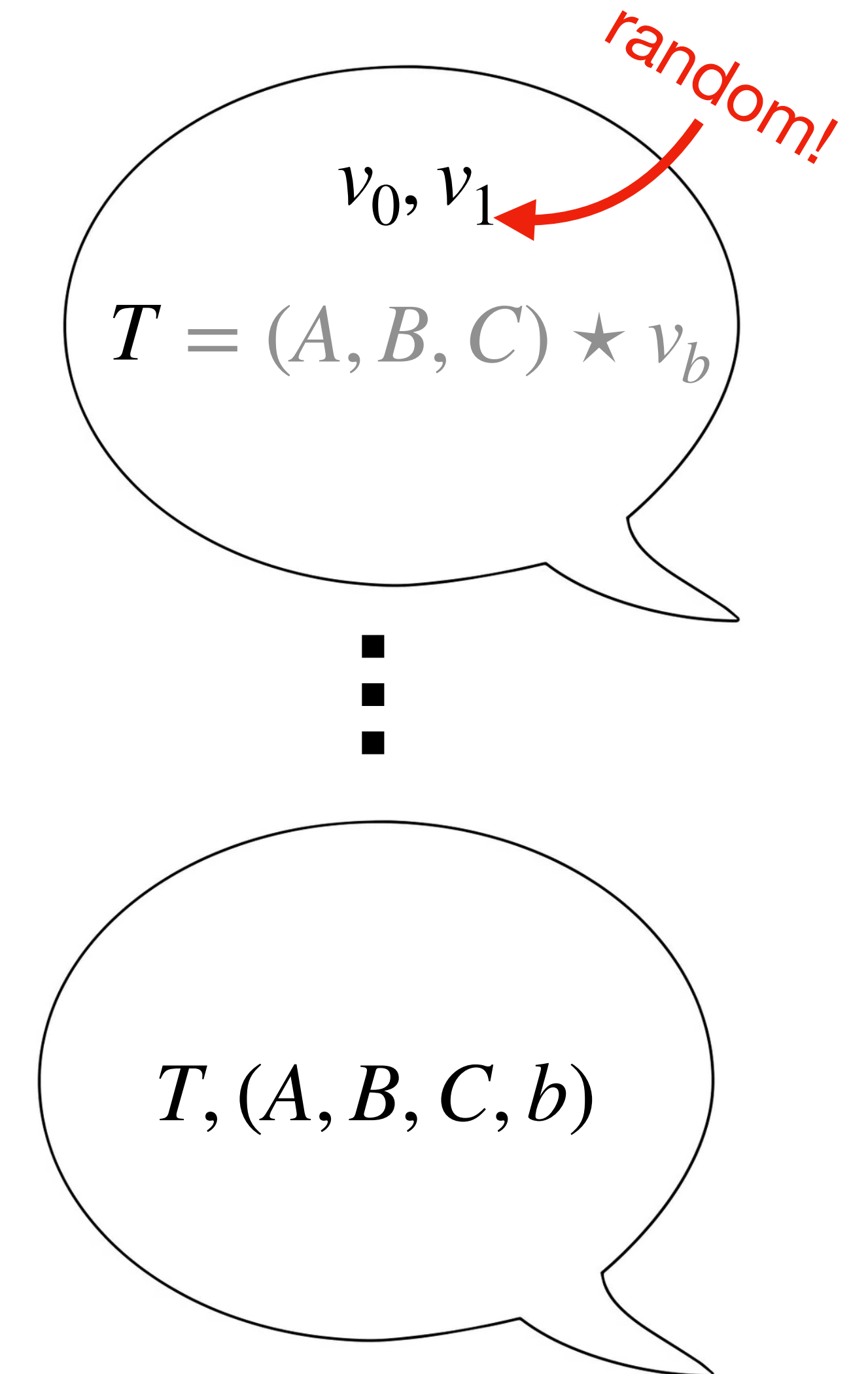
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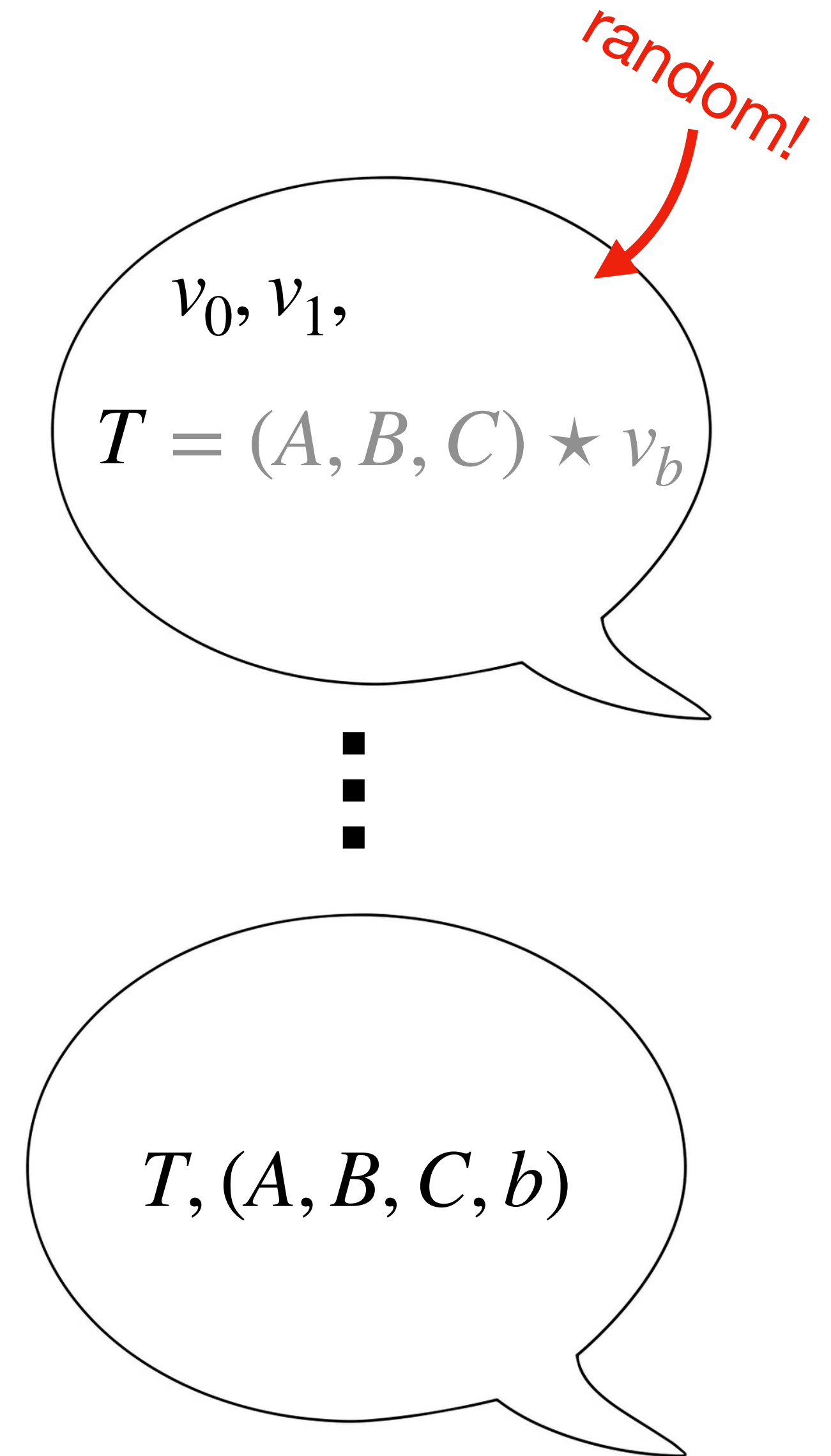
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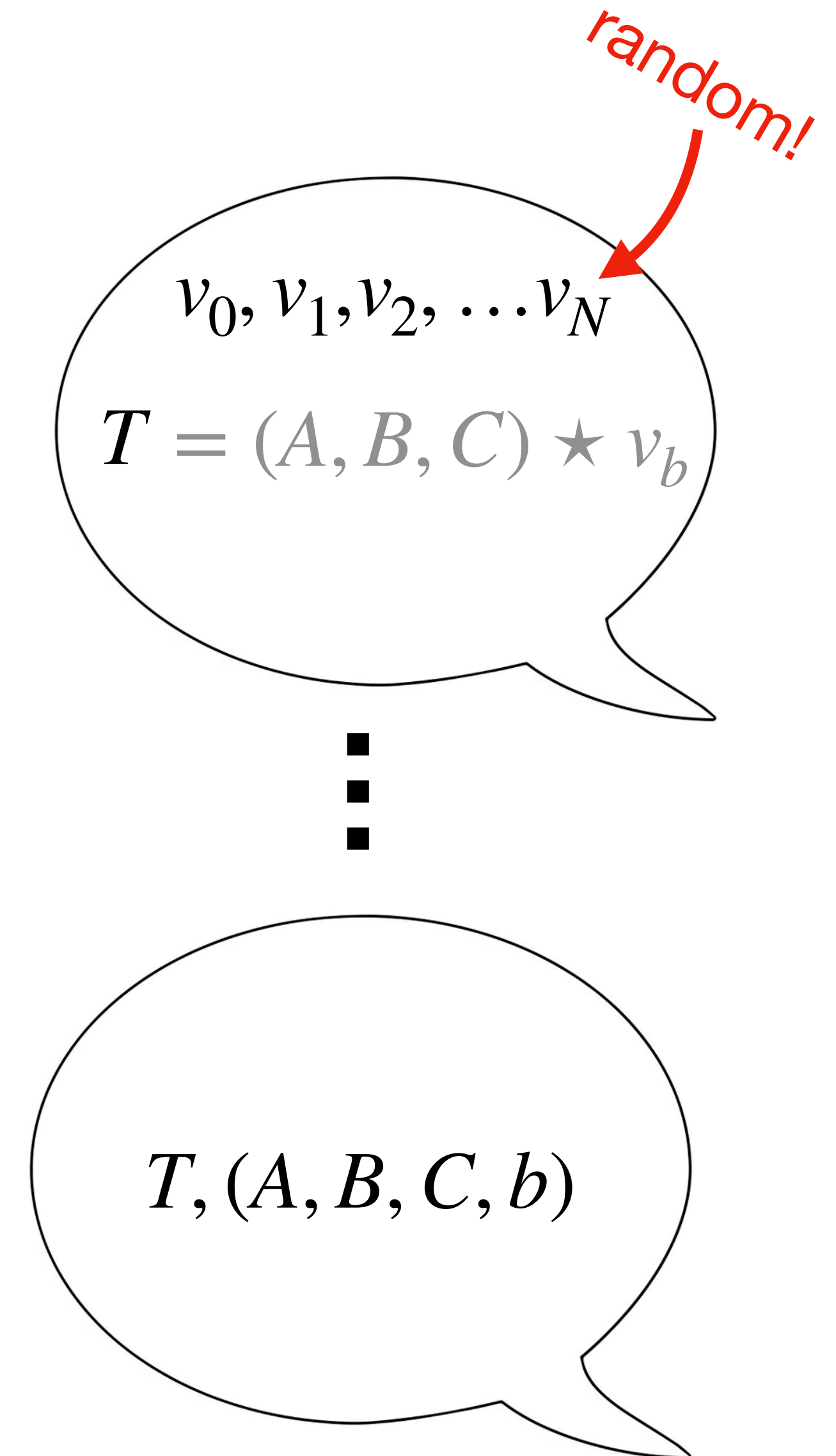
- pseudo-random number generator
- cryptographic hash function
- trusted third party



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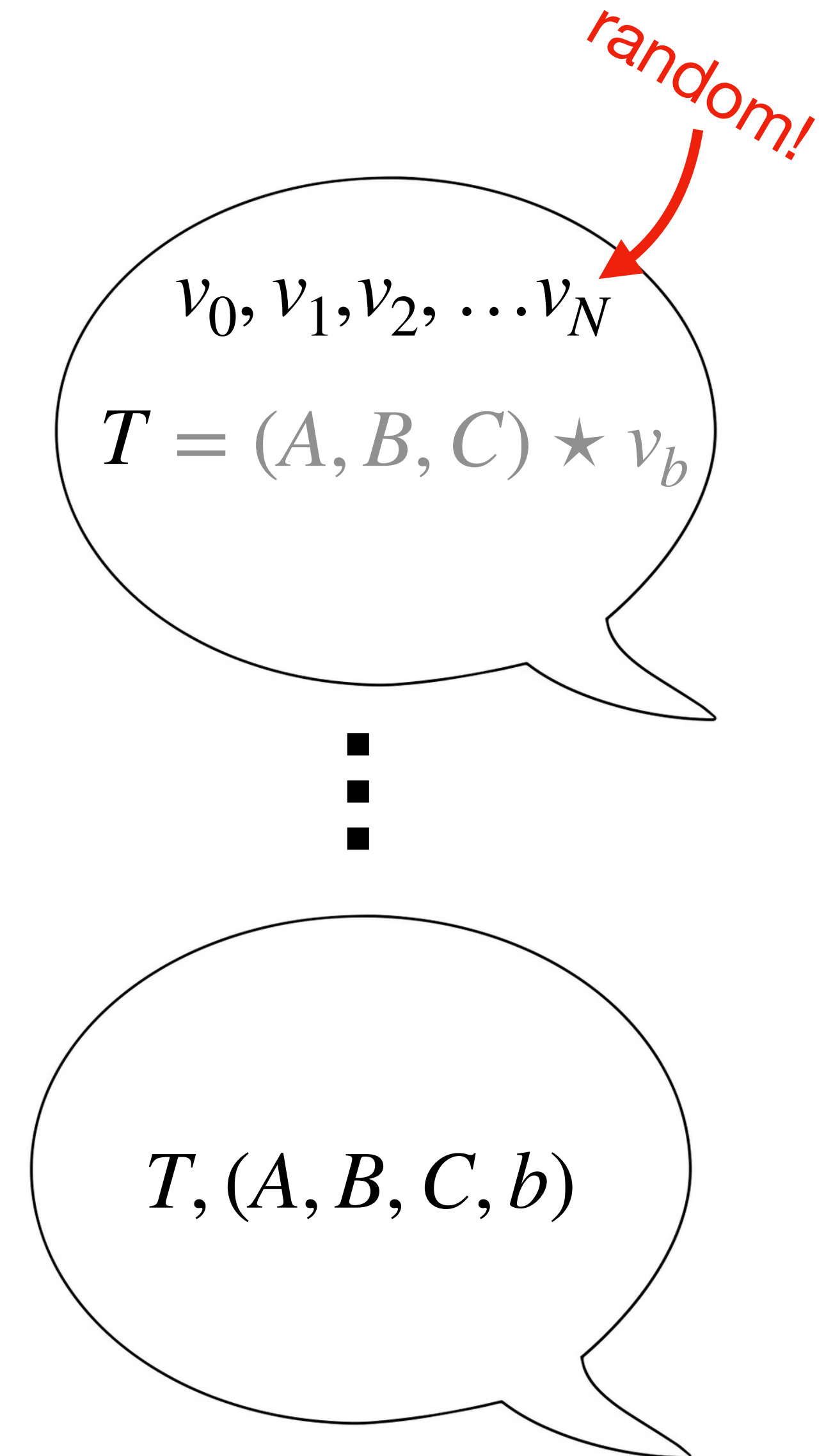


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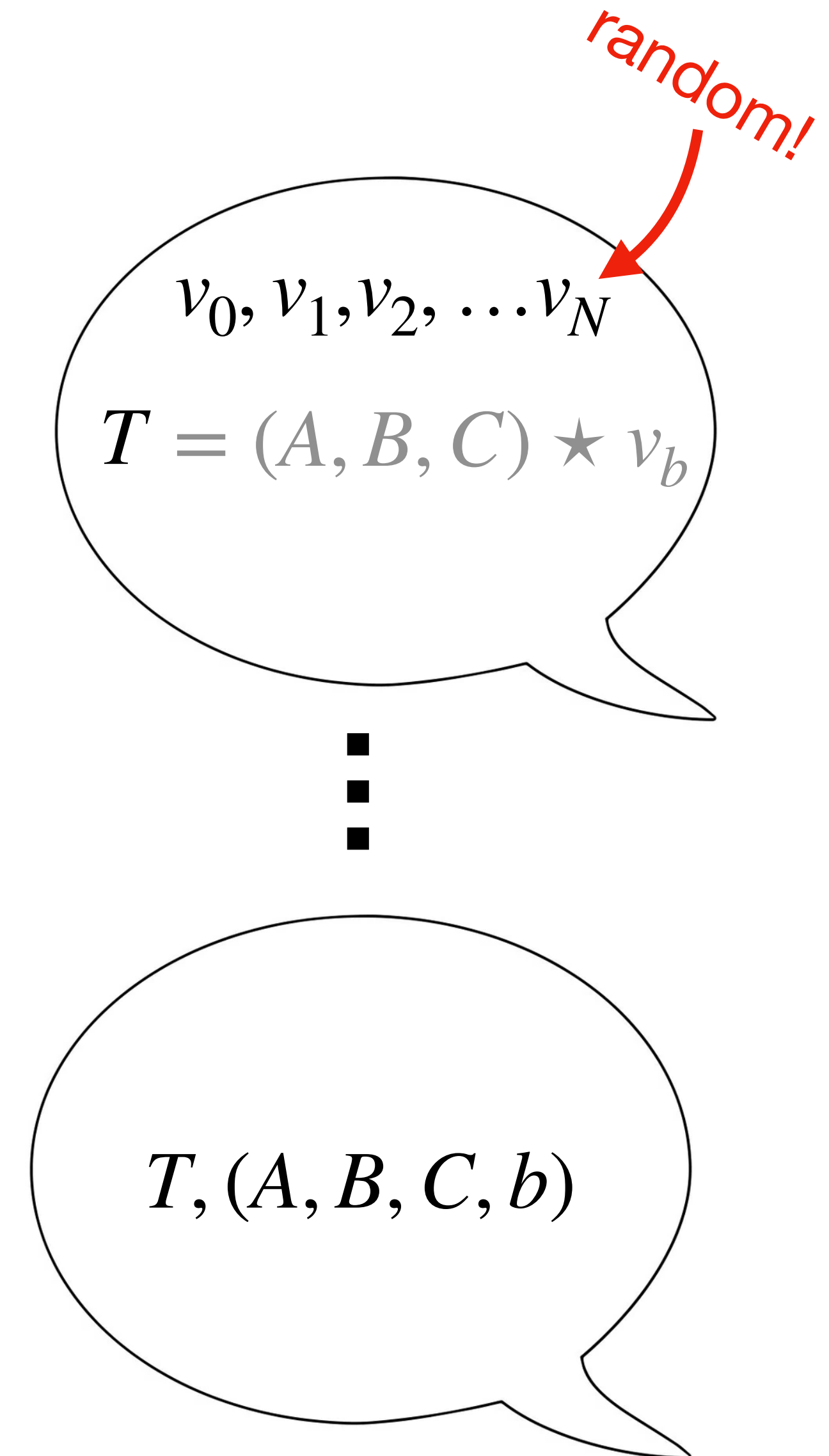
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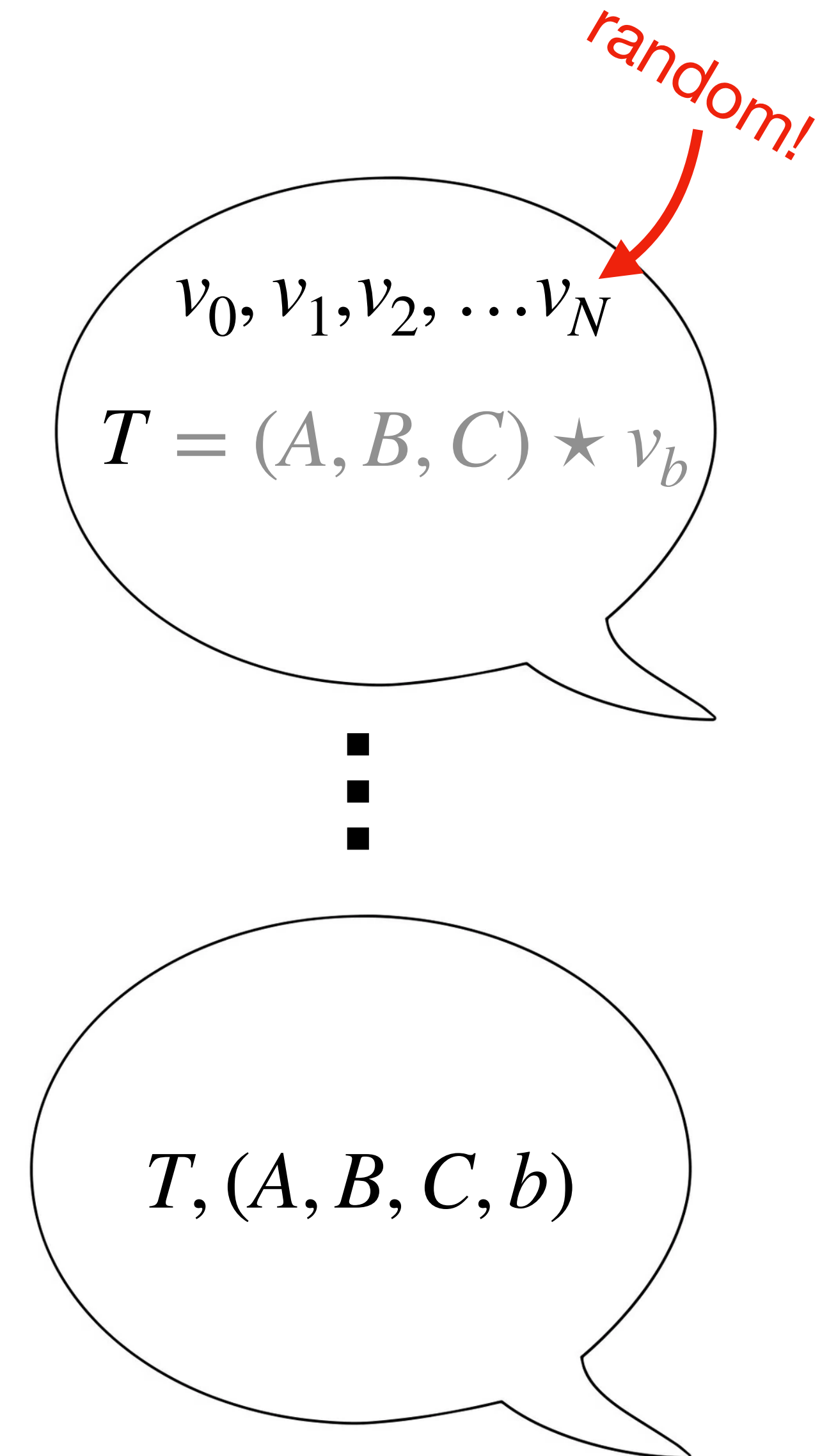




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This gives a scheme that is

- **statistically binding**
- **computationally hiding**



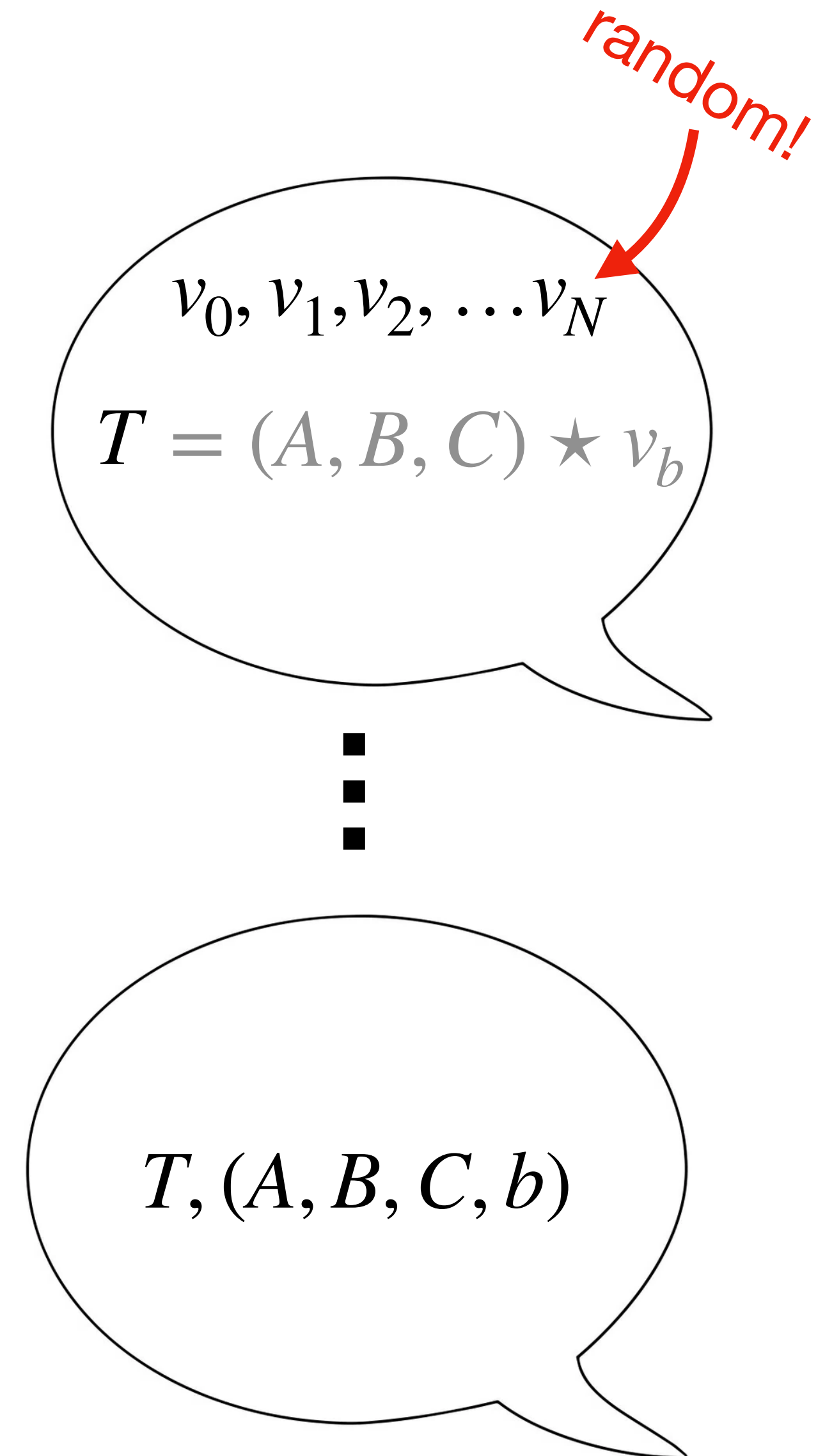
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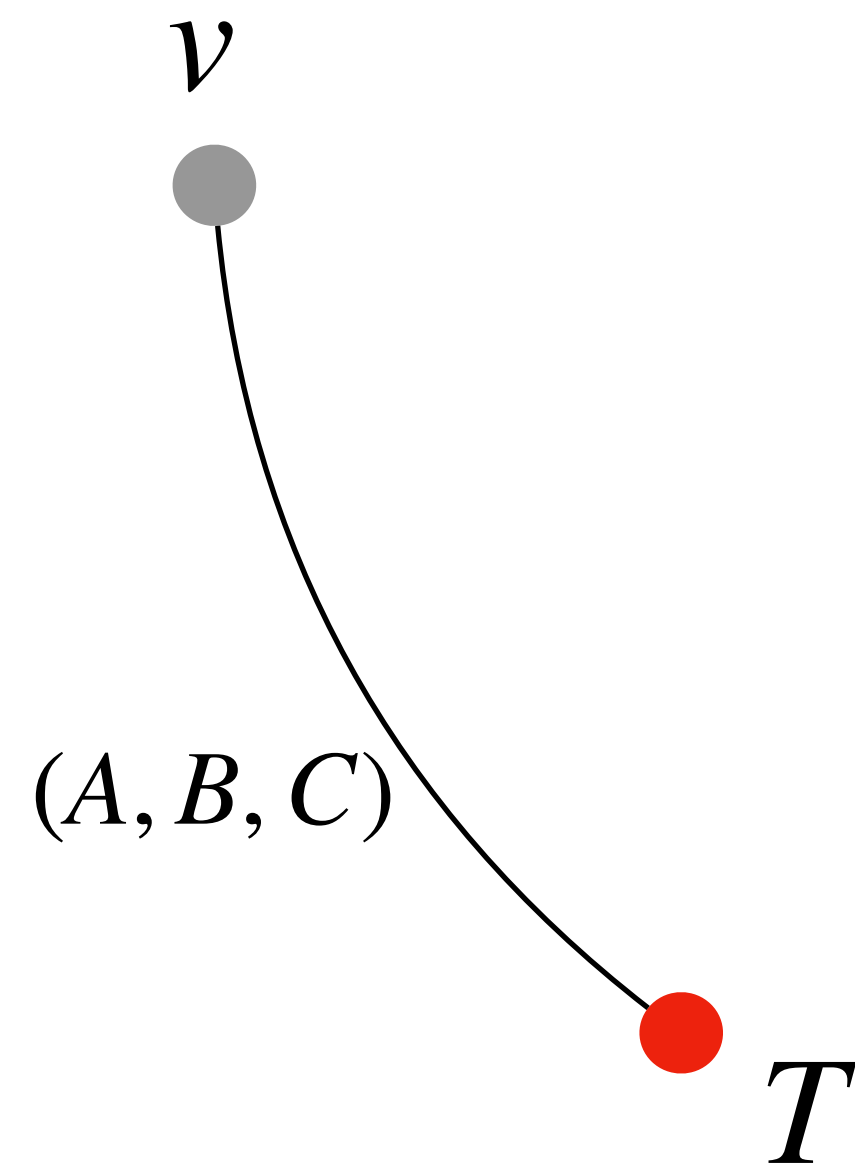
→ **computationally hiding**

→ complexity increases from  $O(n^3)$  to  $O(n^4)$



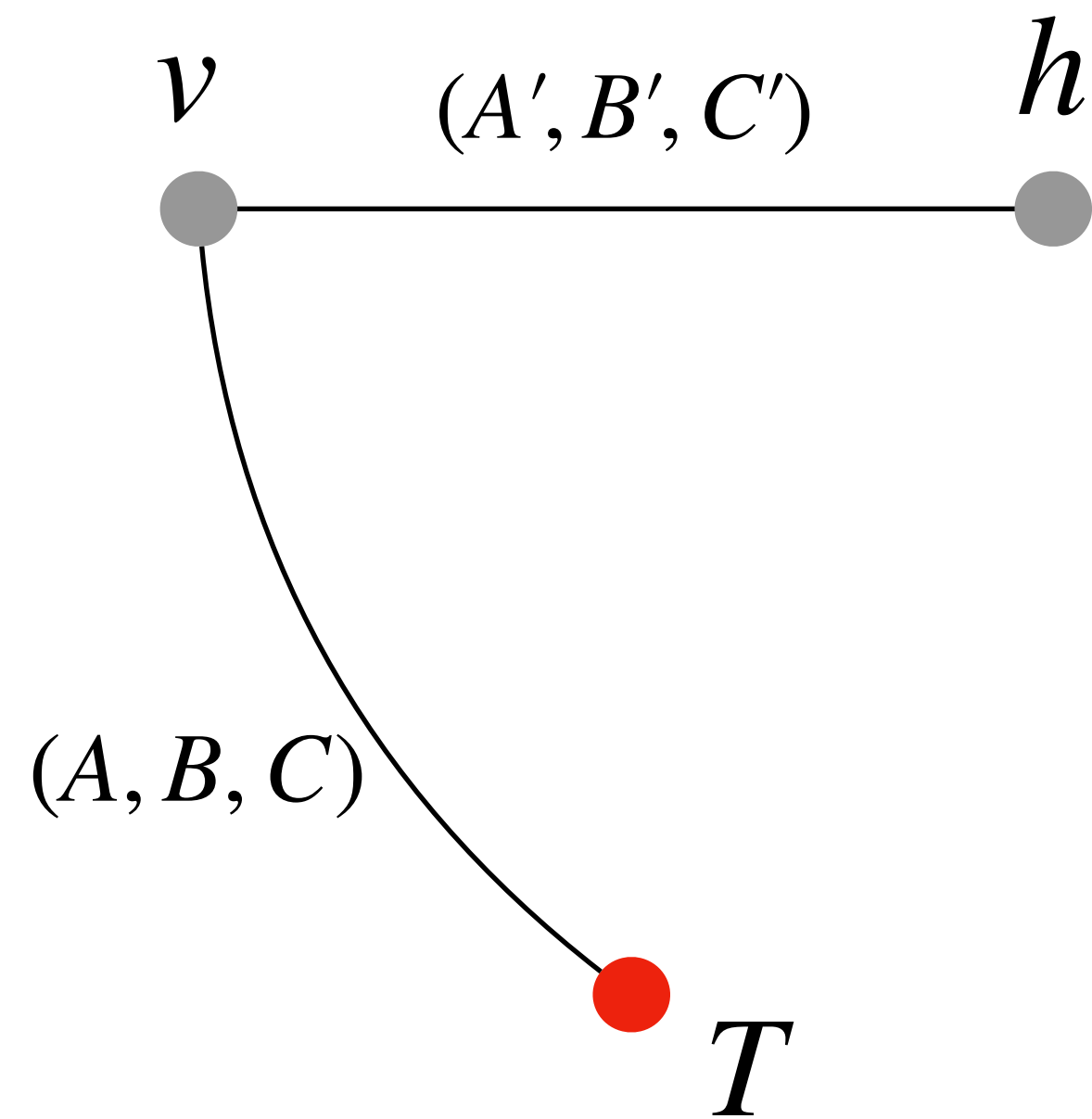
# Proofs of knowledge

Sometimes we will want to prove that we know a committed value without revealing it



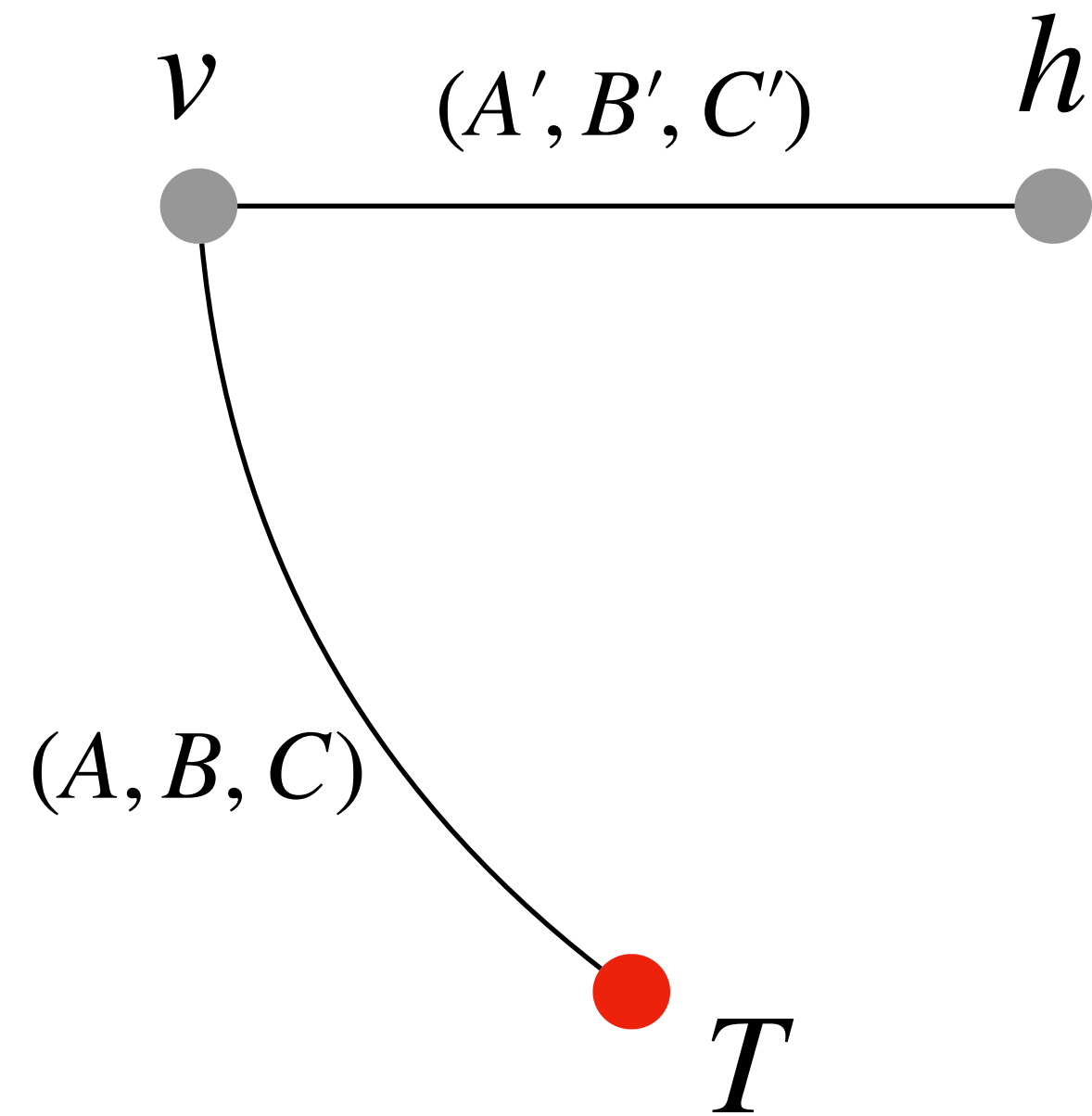
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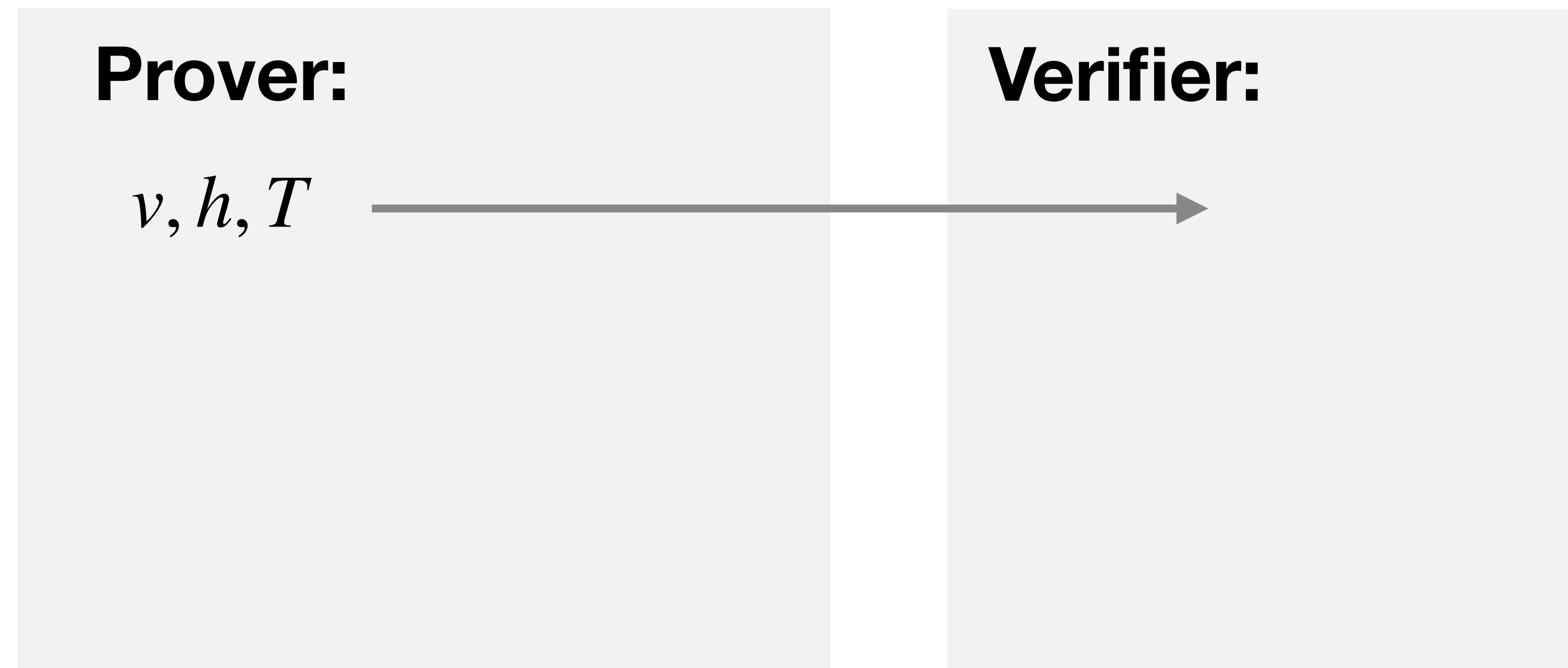
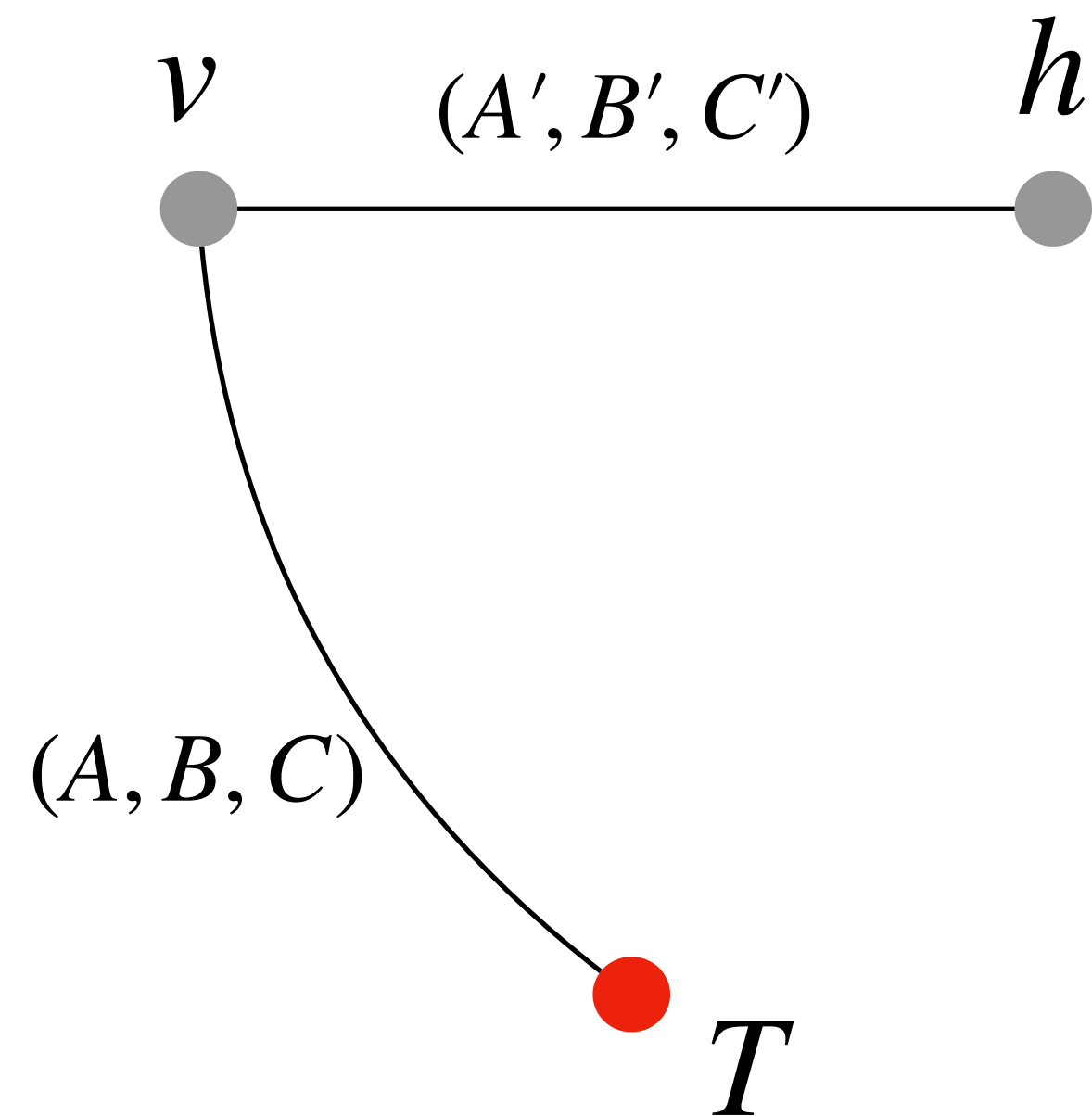


**Prover:**

**Verifier:**

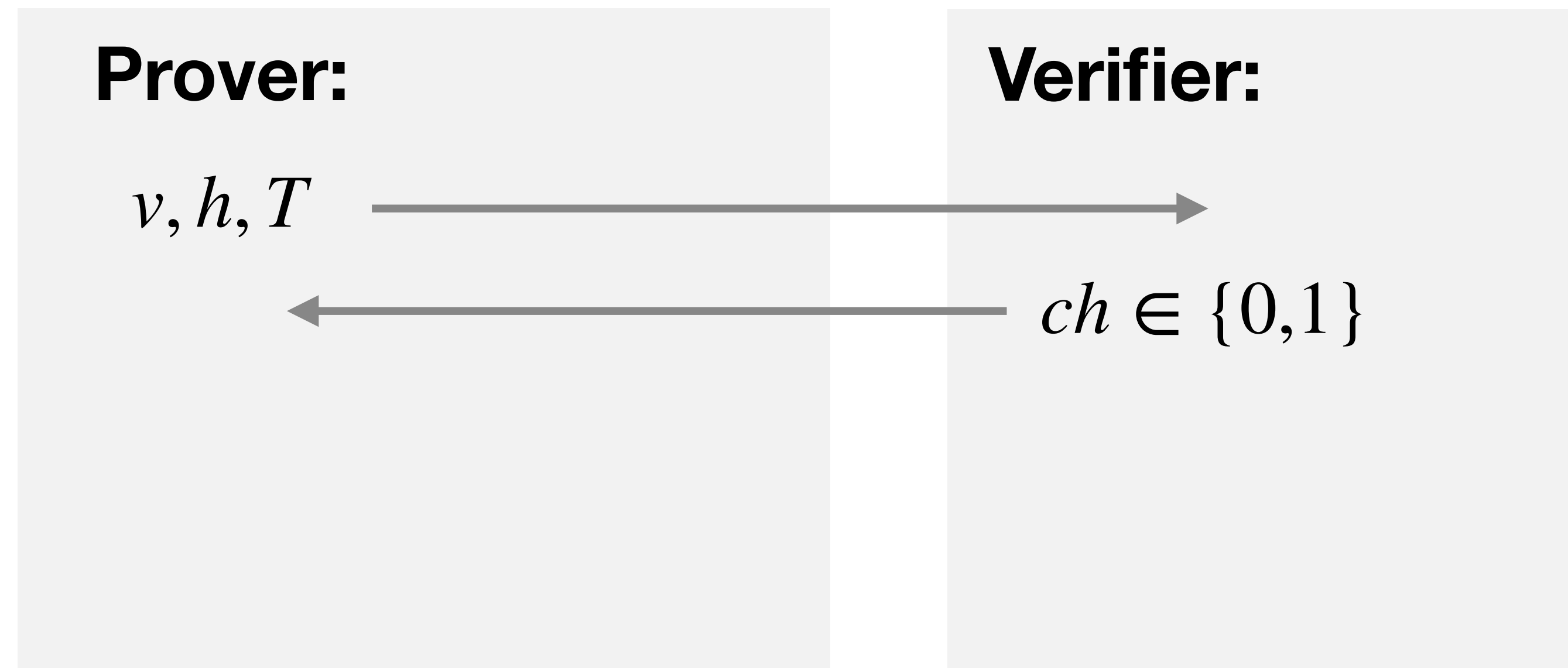
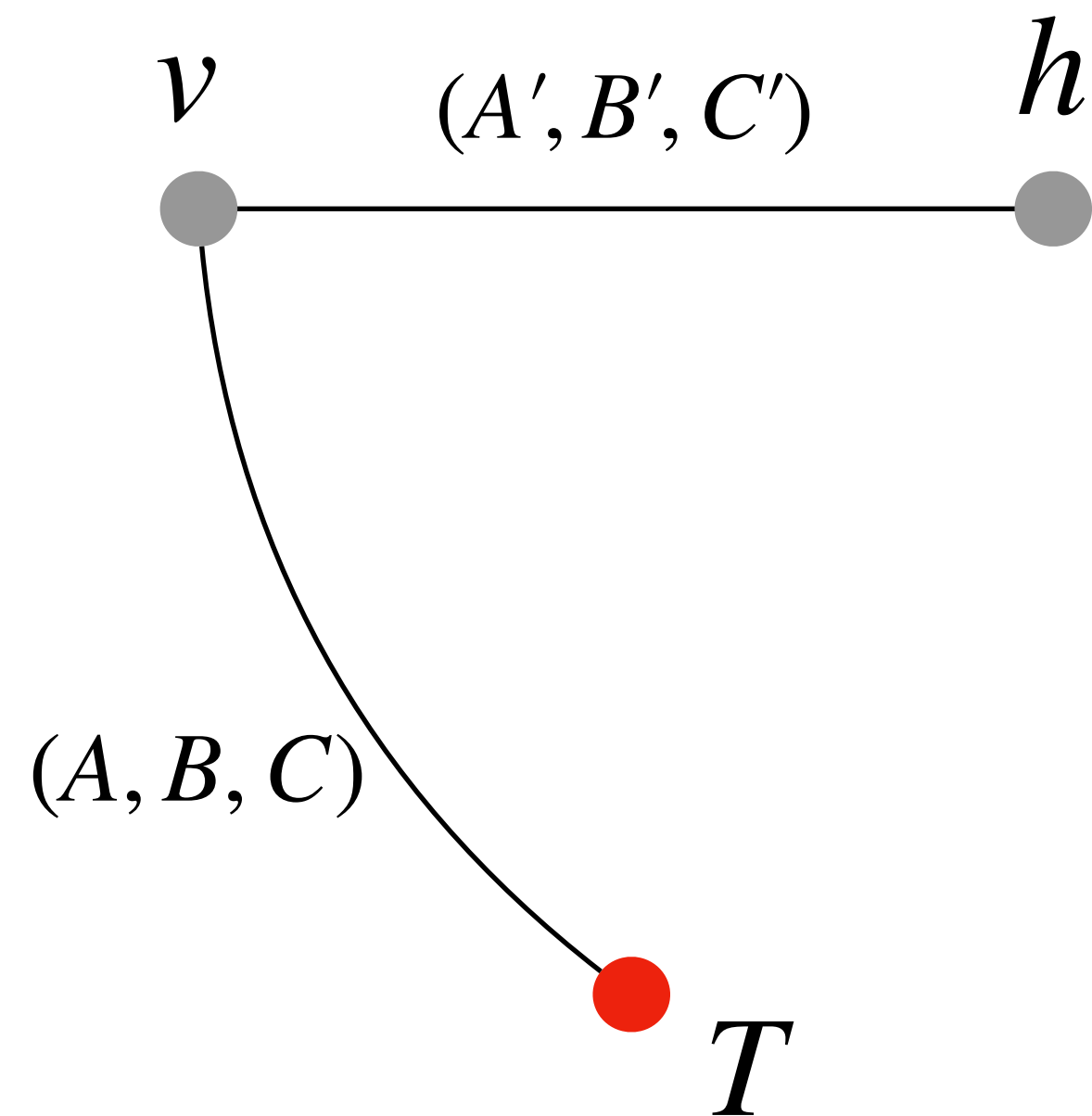
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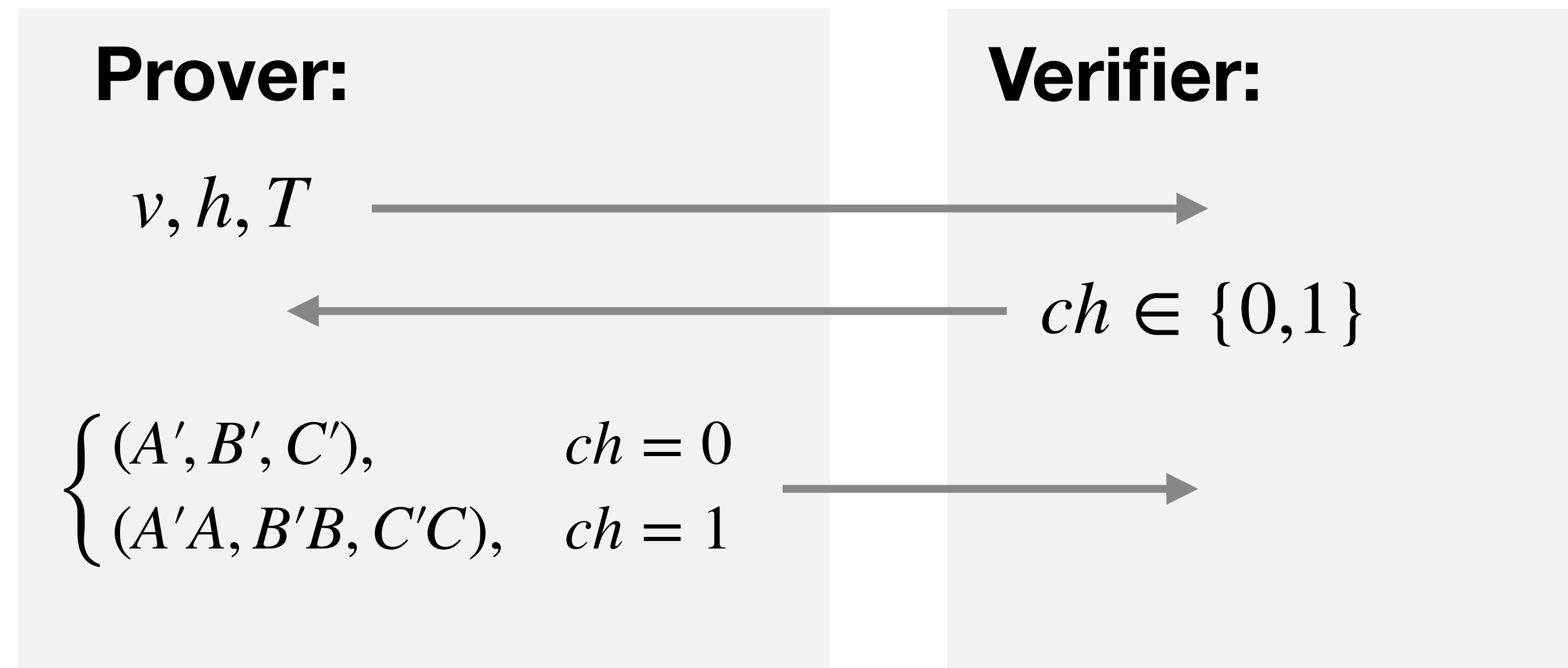
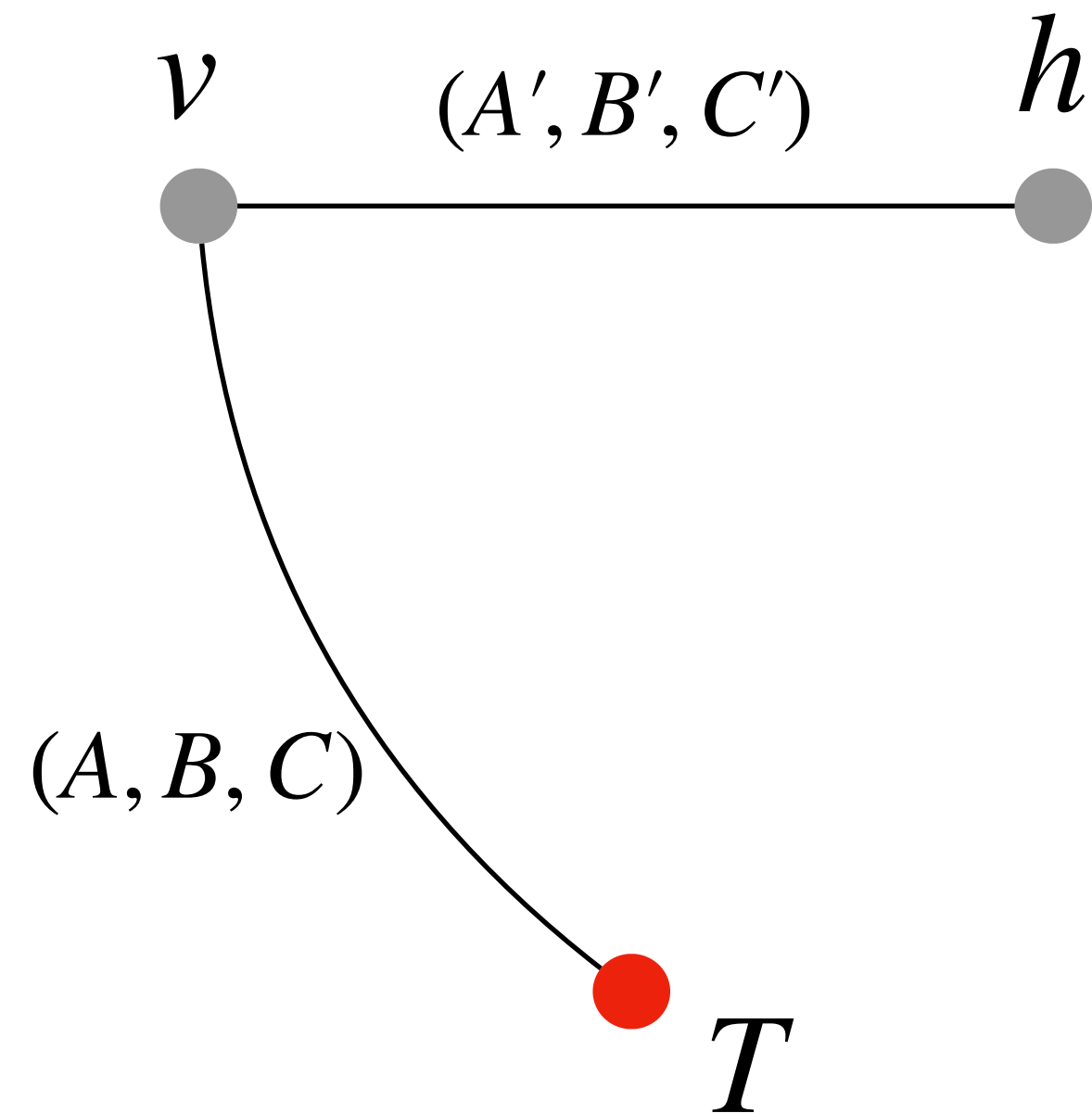
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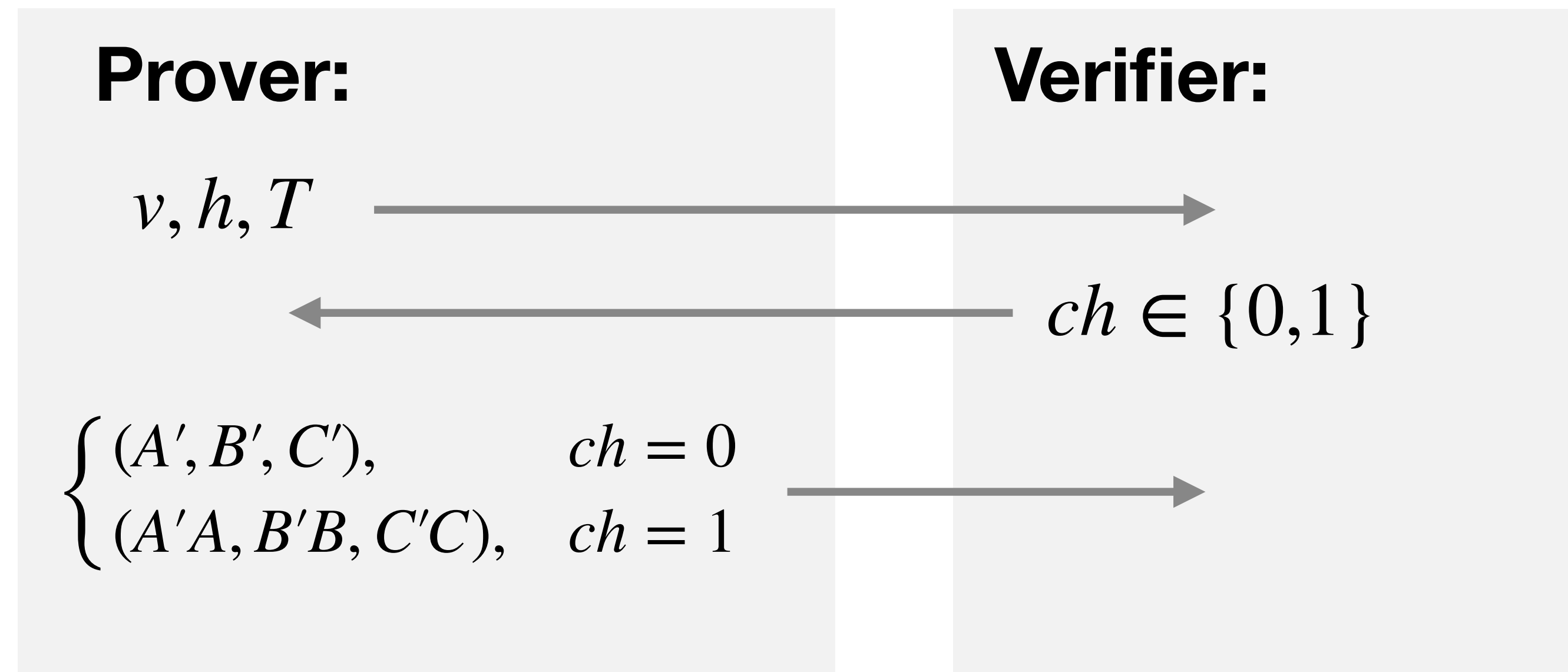
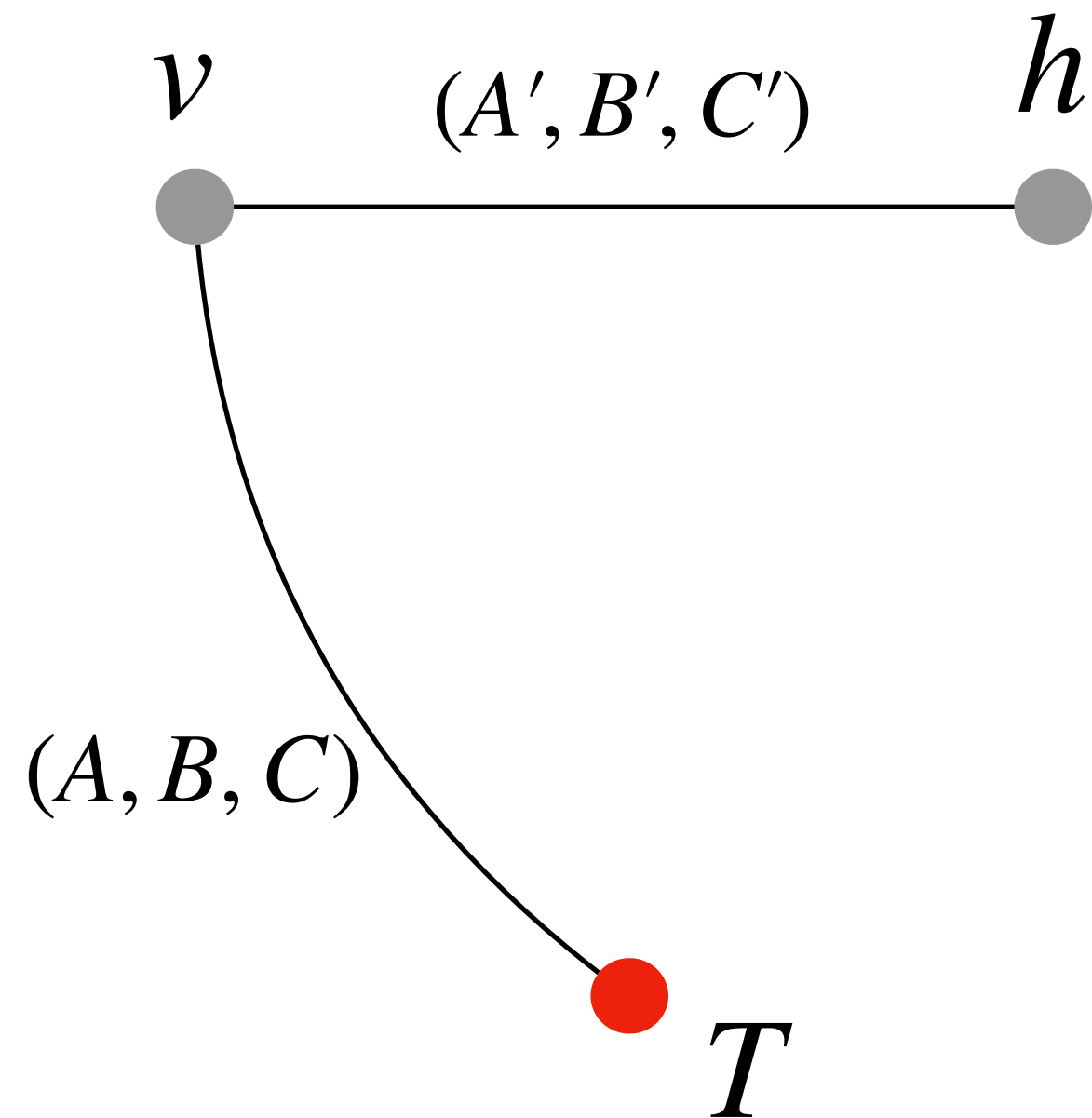
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# Proofs of knowledge

Sometimes we will want to prove that we know a committed value without revealing it



→ we need to keep  $v$  secret

# Proofs of knowledge

$(A, B, C, b)$  secret

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$v_0$  ●  $v_1$

●  $T$

# Proofs of knowledge

$(A, B, C, b)$  secret

$d_{\sigma(0)}$   
●

$d_{\sigma(1)}$   
●

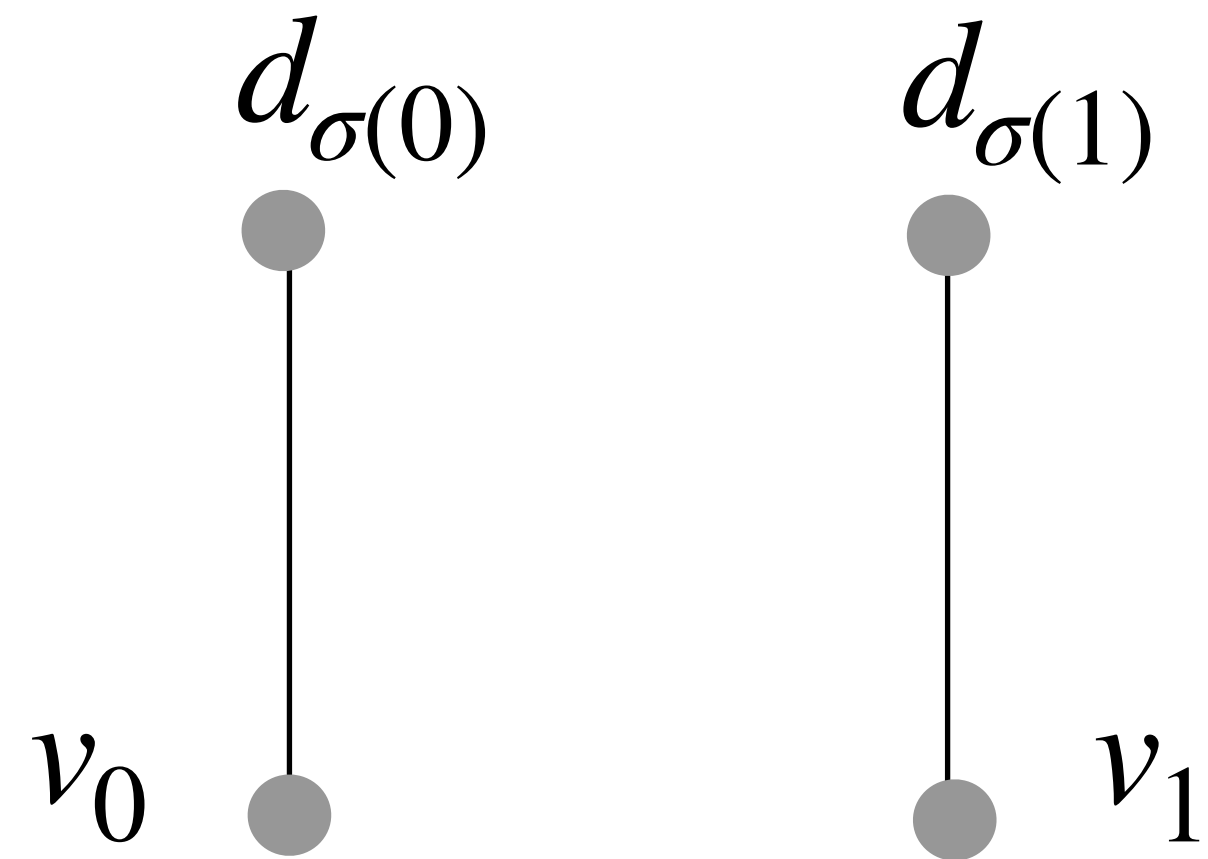
$v_0$  ●

●  $v_1$

●  $T$

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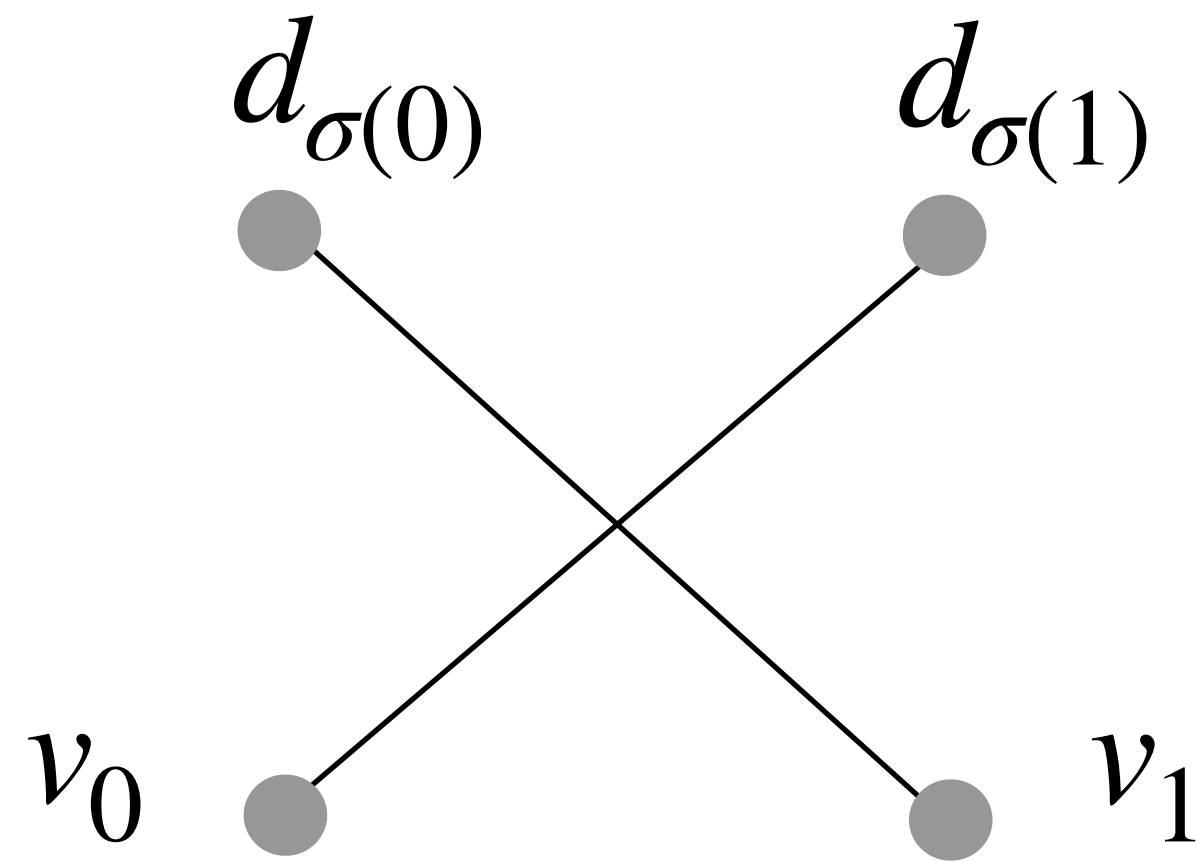
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•  $T$

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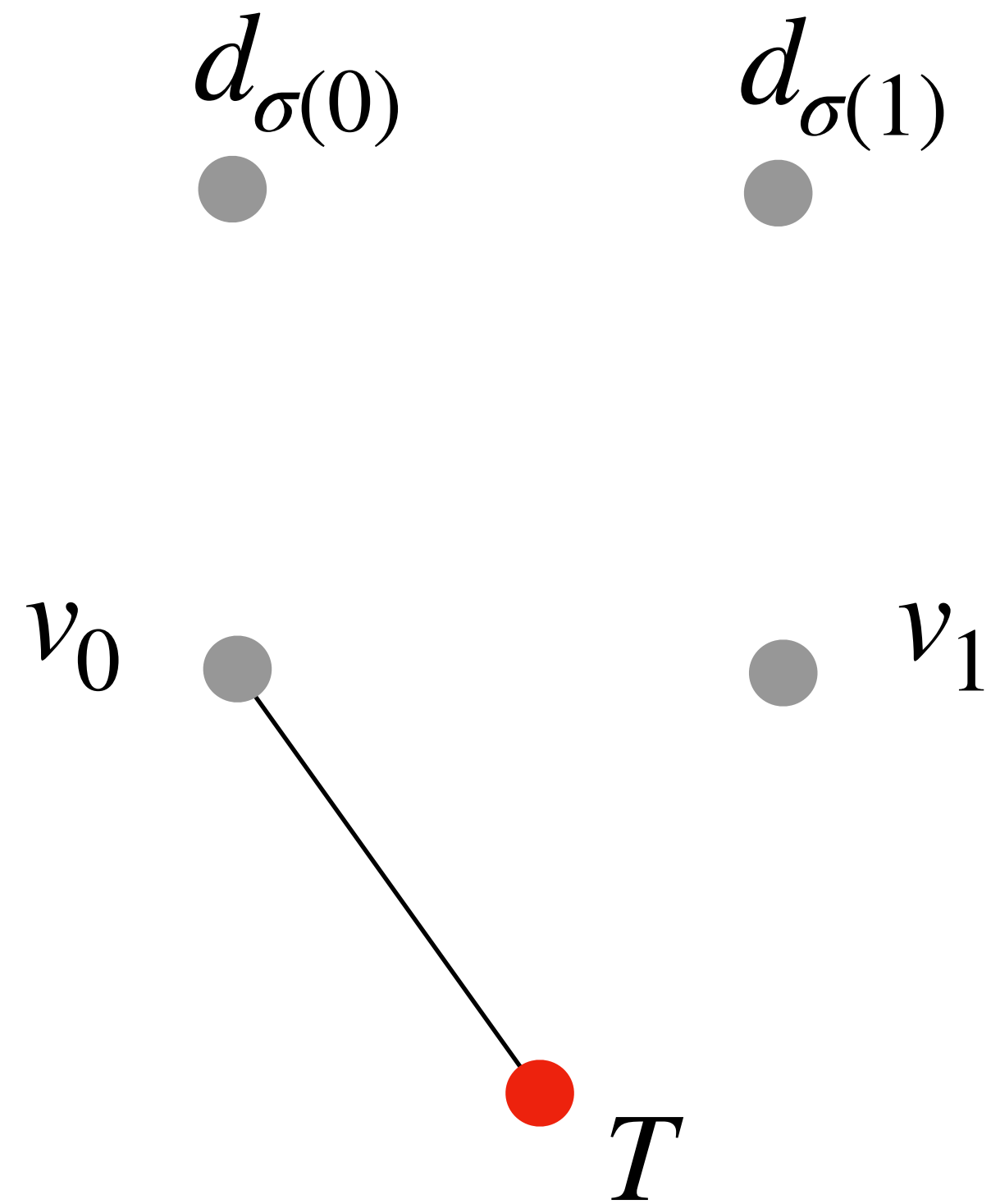
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●  $v_1$

●  $T$

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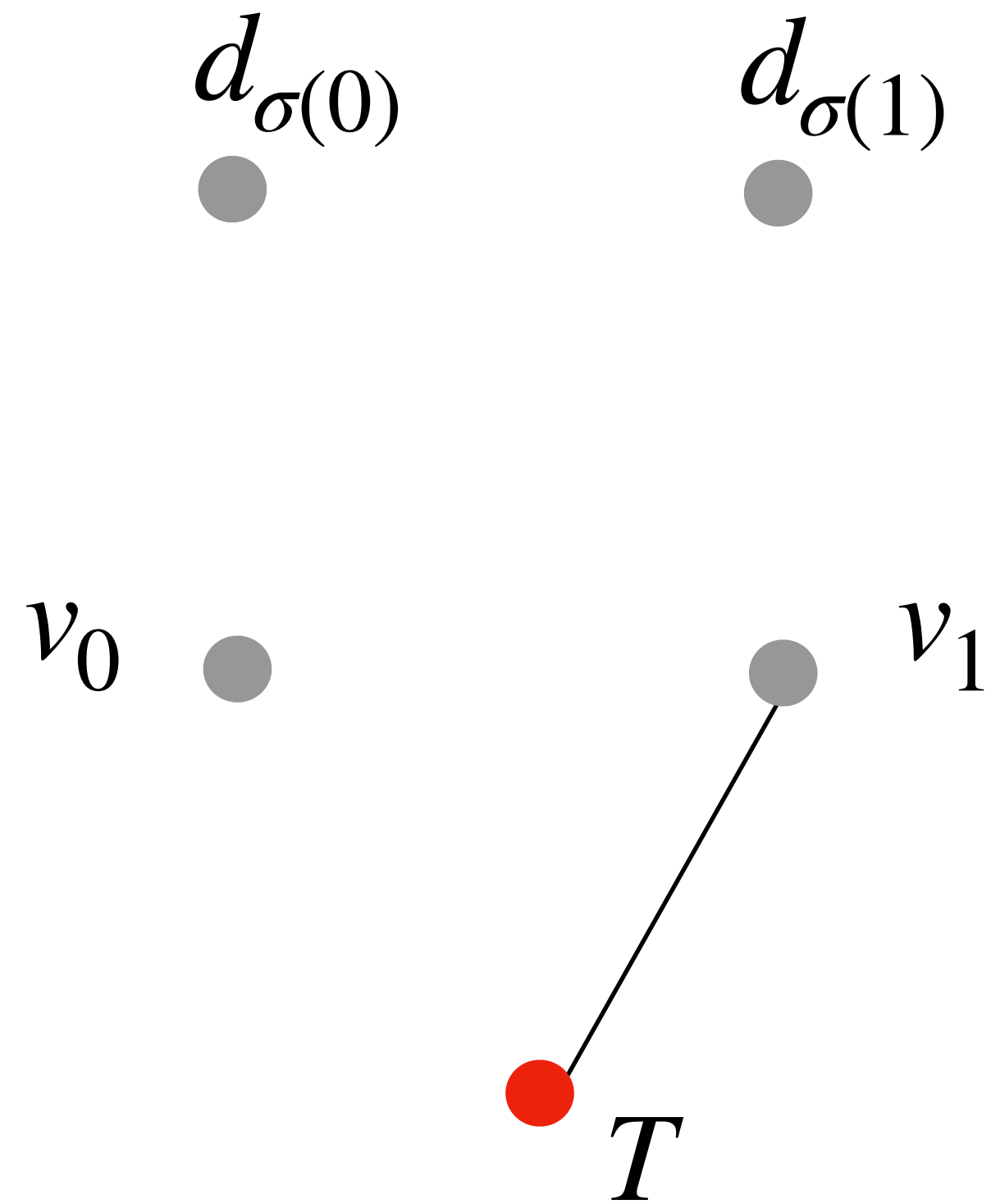
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$d_{\sigma(0)}$   
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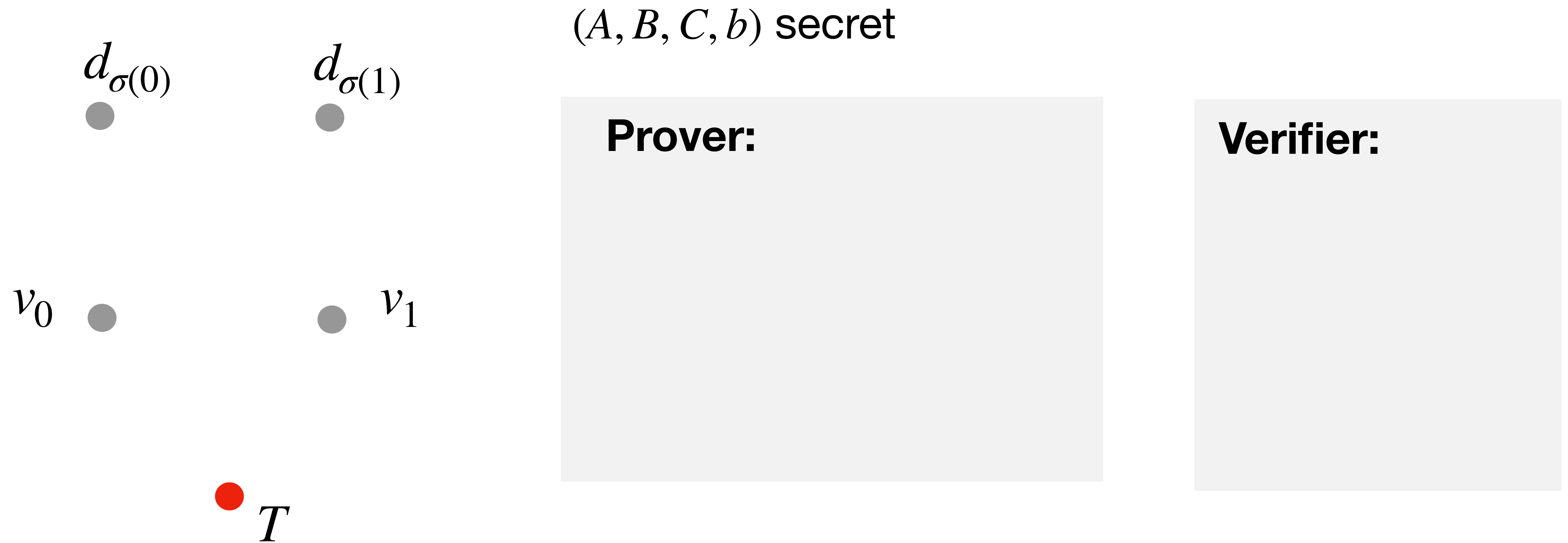
$d_{\sigma(1)}$   
●

$v_0$  ●

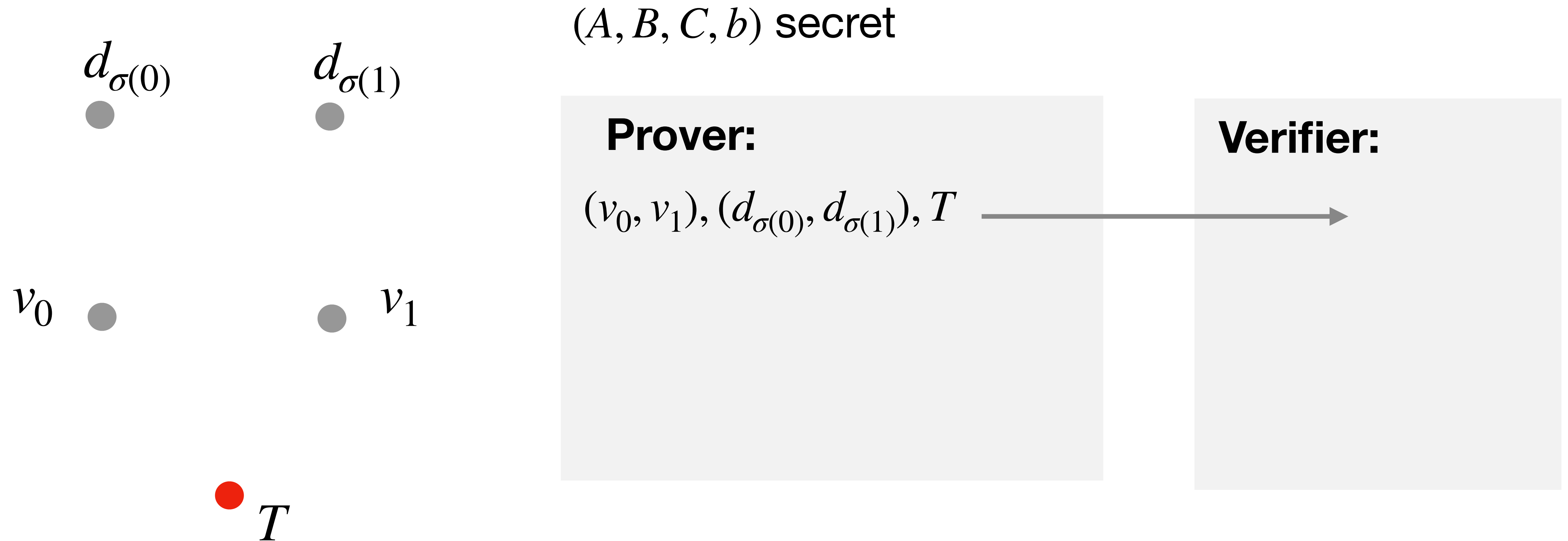
●  $v_1$

●  $T$

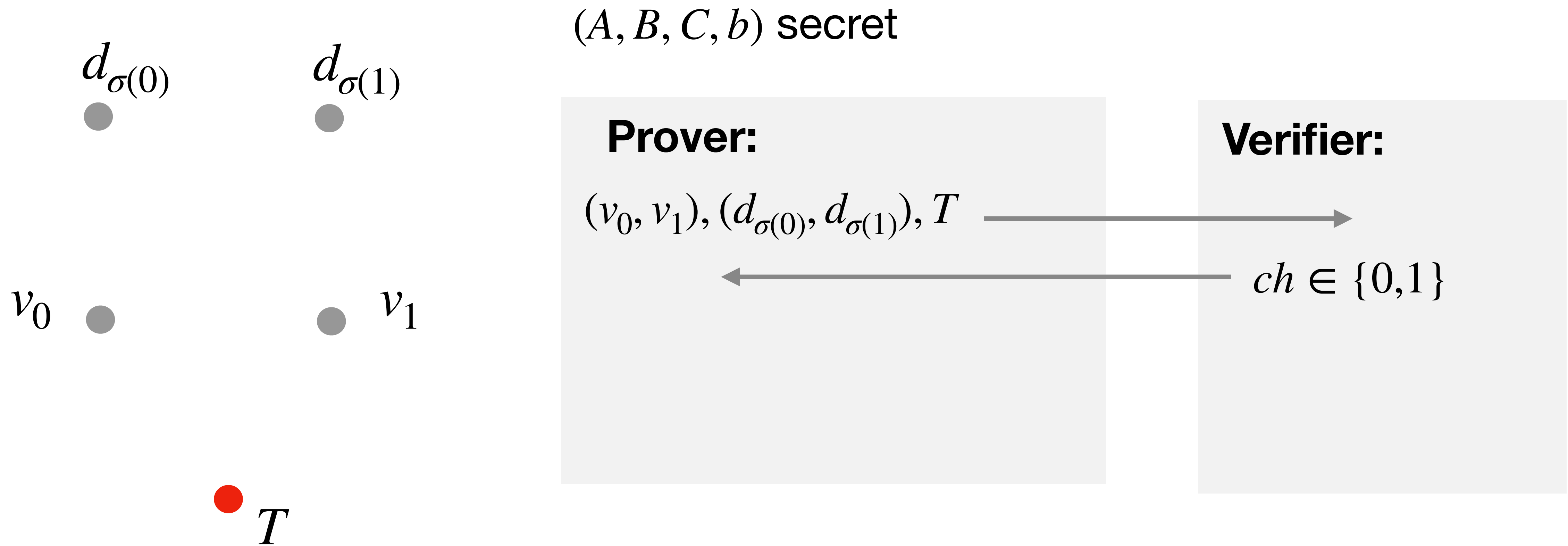
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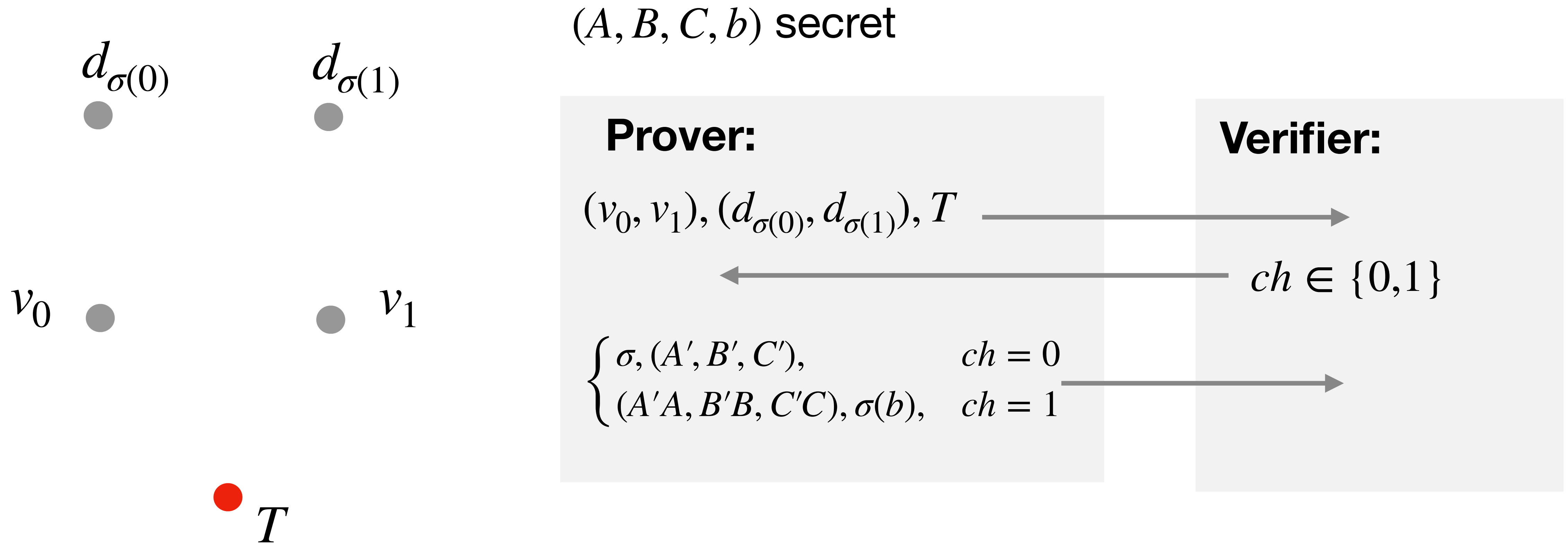
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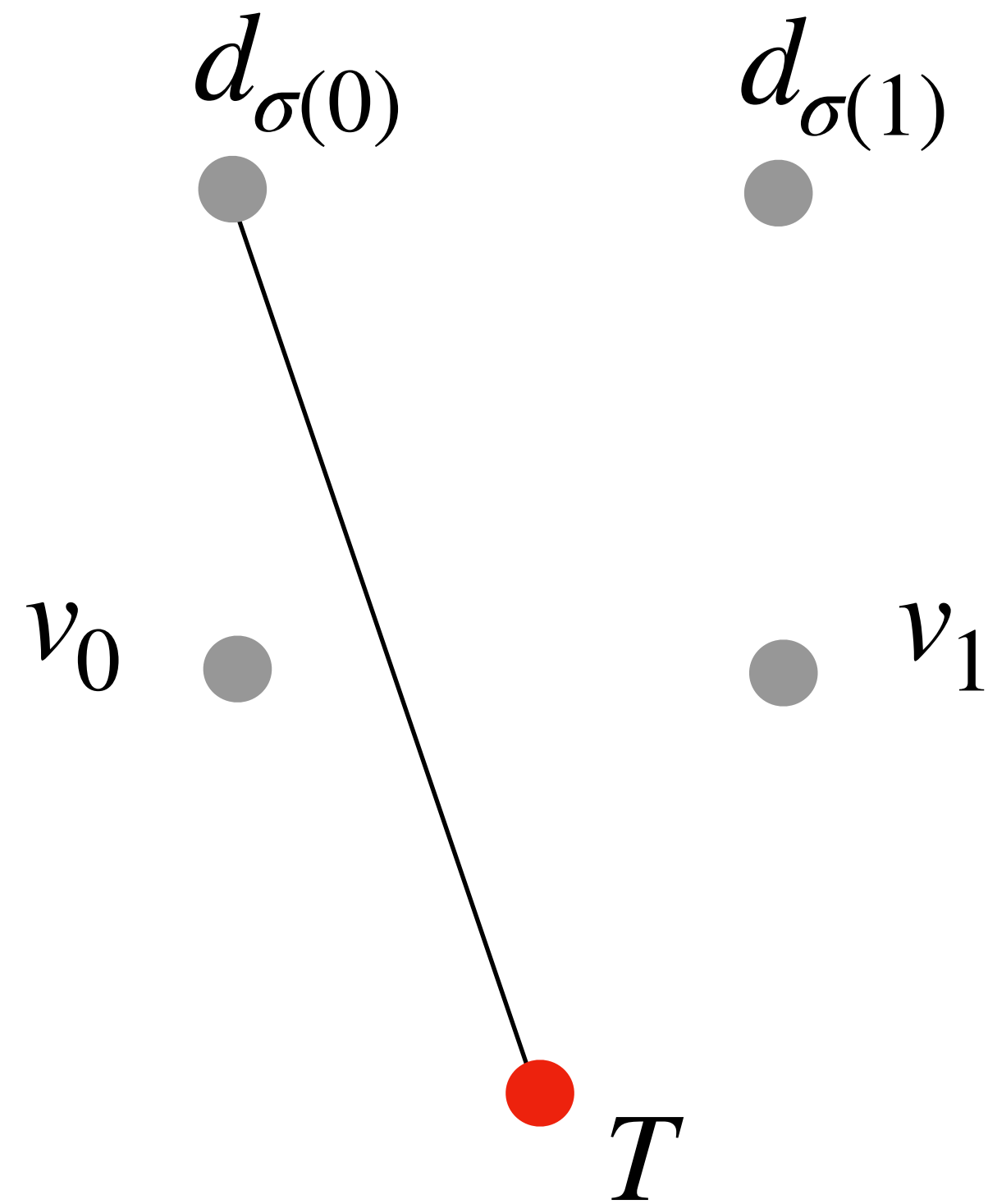
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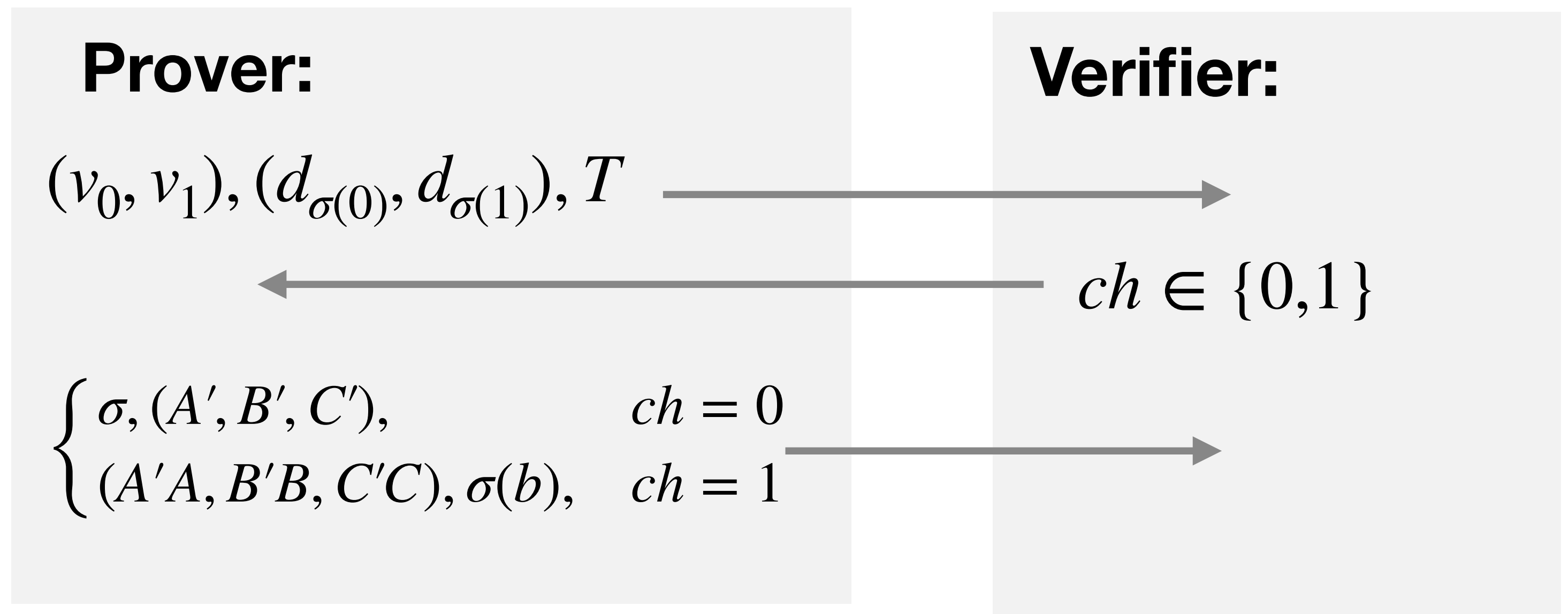
# Proofs of knowledge



# Proofs of knowledge



$(A, B, C, b)$  secret



# Proofs of knowledge

$d_{\sigma(0)}$   $d_{\sigma(1)}$   $d_{\sigma(2)}$  ...  $d_{\sigma(N)}$

$v_0$   $v_1$   $v_2$  ...  $v_N$

$(A, B, C, b)$  secret

→ if  $ch = 0$  then reveal the isomorphisms between  $v_i$  and  $d_{\sigma(i)}$

→ if  $ch = 1$  then reveal the isomorphism from  $d_{\sigma(b)}$  to  $T$



# Proofs of knowledge

$d_{\sigma(0)}$   $d_{\sigma(1)}$   $d_{\sigma(2)}$  ...  $d_{\sigma(N)}$

$v_0$   $v_1$   $v_2$  ...  $v_N$

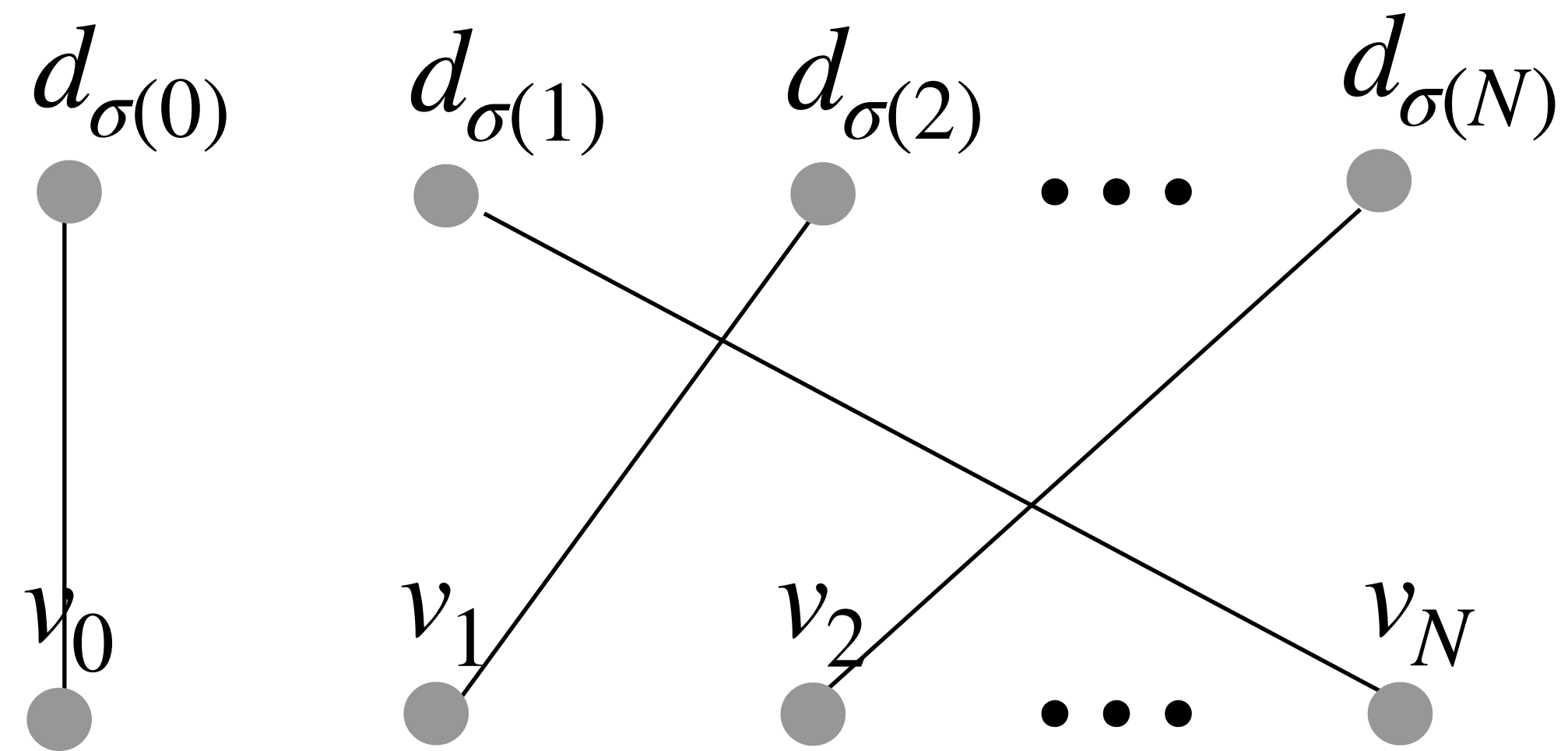
•  $T$

$(A, B, C, b)$  secret

→ if  $ch = 0$  then reveal the isomorphisms between  $v_i$  and  $d_{\sigma(i)}$

→ if  $ch = 1$  then reveal the isomorphism from  $d_{\sigma(b)}$  to  $T$

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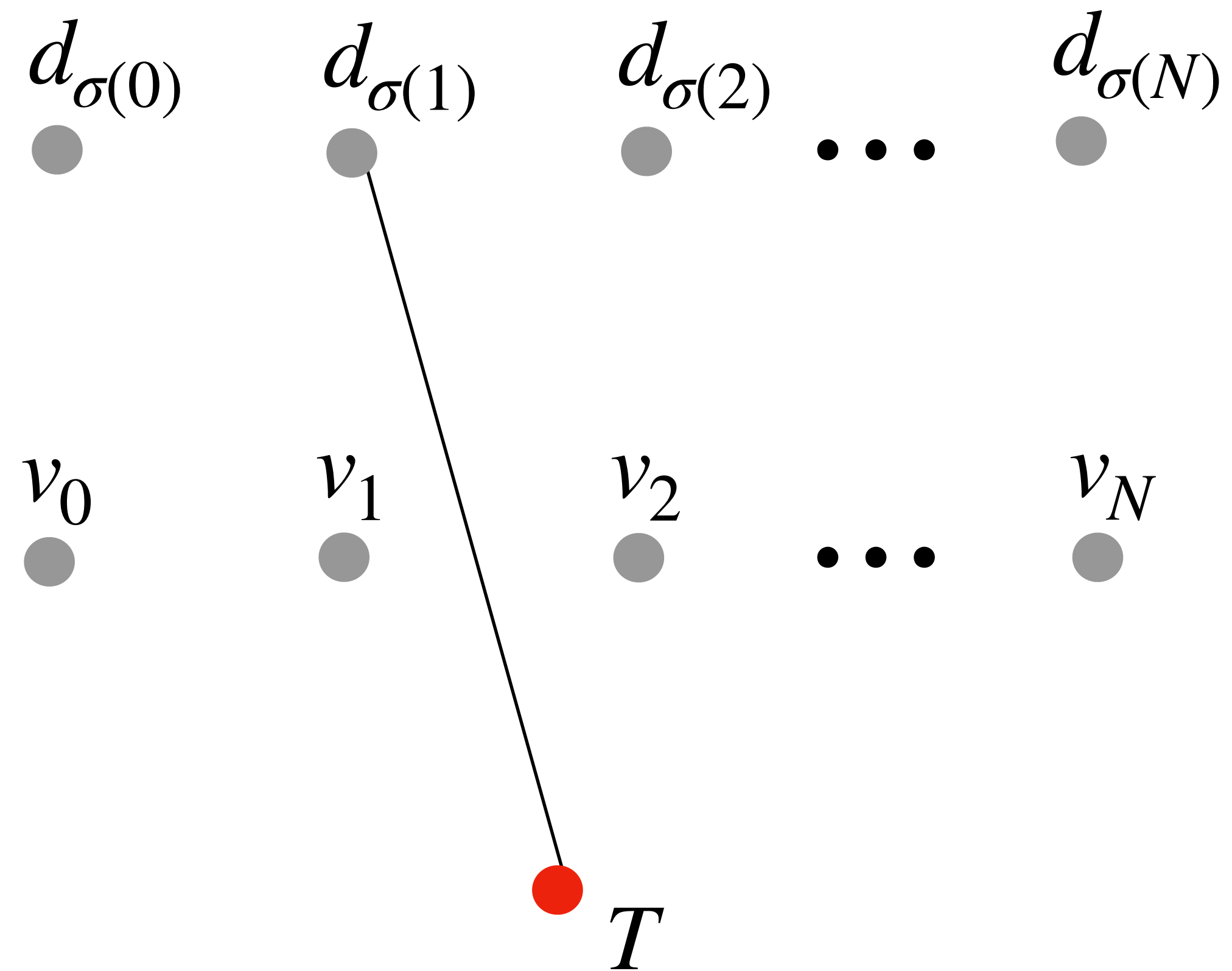
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Thank you!