

# Implementation and deployment of post-quantum cryptography

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# Overview

Implementation and deployment of post-quantum cryptography

- ML-based post-quantum primitives
- The arithmetic of cyclic polynomials
- Comparision with classical primitives
- Concluding remarks

A low-angle, upward-looking photograph of a modern building's facade. The building features light-colored, rectangular panels and large, dark-framed windows. The perspective creates a sense of height and architectural scale. The sky is visible in the background through the windows and above the building.

# **ML-based** **post-quantum primitives**



## August 2024

- ML-KEM (CRYSTALS-Kyber) FIPS 203
- ML-DSA (CRYSTALS-Dilithium) FIPS 204
- SLH-DSA (SPHINCS+) FIPS 205
- Drafts for the future standards were available since 2023.

## Impetus

*Enough polynomials and linear algebra to implement Kyber*

(F. Valsorda, blog post 7/11/2023)

## Initial goal

- Provide feedback on drafts
- Compare with standard implementations
- Assess performances and « cost of quantum-resistance »
  - Development effort
  - Scaling of infrastructures
  - Migration to new primitives

# Learning with errors

## Asymetrical problem

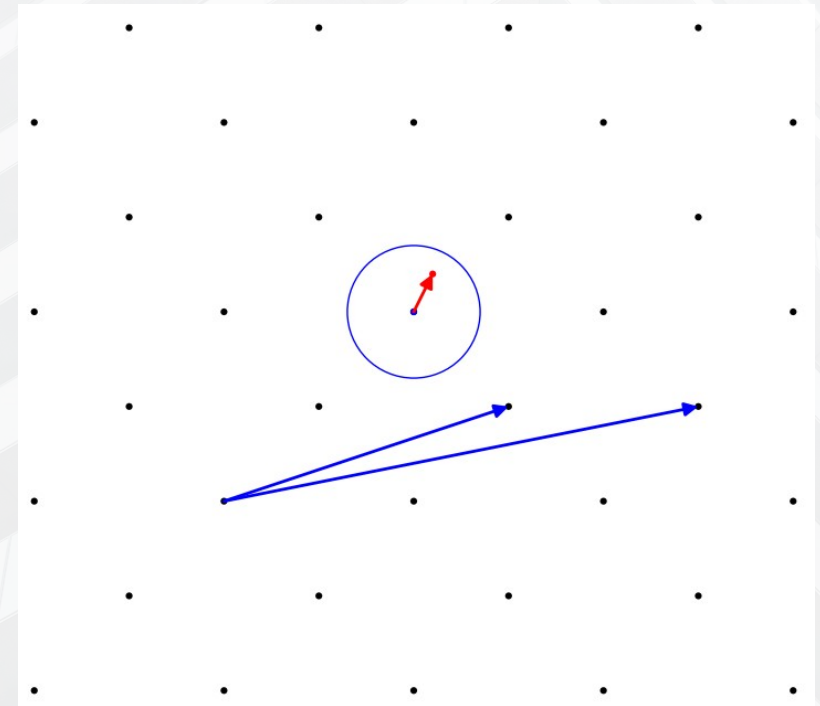
Given a vector  $\mathbf{x}$  and matrix  $\mathbf{A}$ , it's easy to compute

$$\mathbf{y} = \mathbf{A} \mathbf{x} \text{ (matrix multiplication)}$$

Given the result  $\mathbf{y}$  and matrix  $\mathbf{A}$ , it is still relatively easy to recover  $\mathbf{x}$  (Gaussian elimination)

However, if noise is added  $\mathbf{y} = \mathbf{A} \mathbf{x} + \mathbf{e}$  then it becomes to solve the *noisy system of linear equations*

$$\mathbf{y} \approx \mathbf{A} \mathbf{x}$$





# High-level description

## Public-key encryption

**Private key** : a secret vector  $\mathbf{x}$

**Public key** : a matrix  $\mathbf{A}$  and vector  $\mathbf{y}$  such that

$$\mathbf{y} \approx \mathbf{A} \mathbf{x}$$

To **encrypt** a message  $m$  :

compute  $c = m + \mathbf{u} \cdot \mathbf{y}$

where  $\mathbf{u}$  is a randomly chosen (row) vector

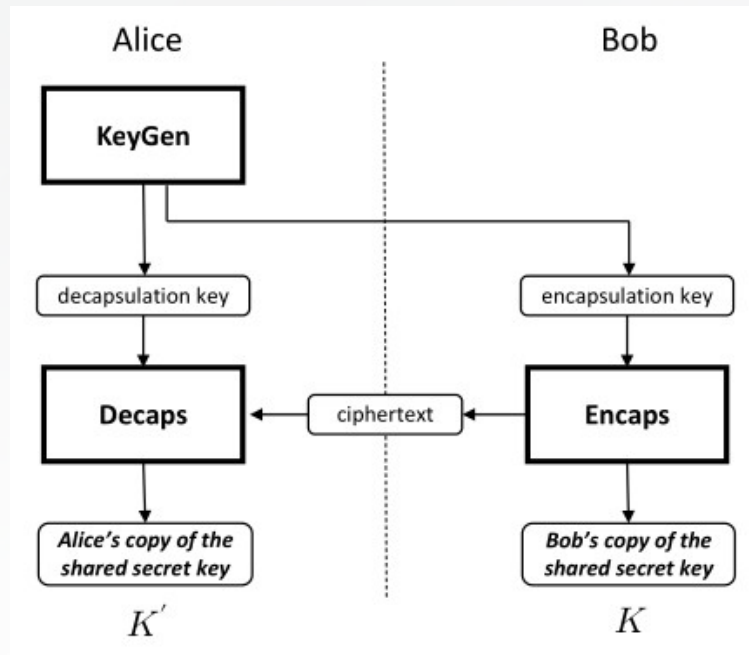
and provide  $\mathbf{v} \approx \mathbf{u} \mathbf{A}$  as well.

To **decrypt** : compute  $\mathbf{u} \cdot \mathbf{y} \approx \mathbf{u} (\mathbf{A} \mathbf{x}) = (\mathbf{u} \mathbf{A}) \mathbf{x} \approx \mathbf{v} \cdot \mathbf{x}$

to remove it from  $c$  and take out extra noise.

# ML-KEM and ML-DSA

**ML-KEM** : Applies the Fujisaki-Okamoto transform to a simple public-key encryption (PKE) scheme as above.



**ML-DSA** : applies a version of the Fiat-Shamir transform to the asymetrical problem in order to obtain a Schnorr-like signature scheme.

ML = module lattice

Noise is added as low-order bits of coefficients

Instead of integral linear combinations, components are taken in some polynomial ring

=> **MLWE problem**





# The arithmetic of cyclic polynomials

# Cyclic polynomials

Given a ring  $R$  of coefficients, consider polynomial expressions

$$f(X) = f_0 + f_1X + f_2X^2 + \dots$$

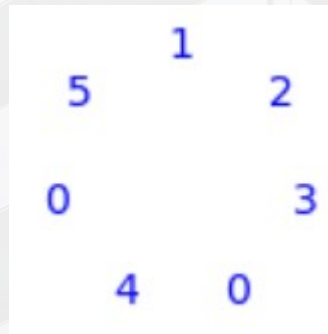
with coefficients in  $R$  and for which we convene  $X^N = 1$   
for some integer power  $N$ .

Elements of the ring  $R[X]/(X^N - 1)$  can be viewed as  
vectors with  $N$  components arranged in a circle where

- addition is performed component-wise
- multiplication by  $X$  is a circular permutation
- multiplication in general corresponds to « circular convolution ».

Example :  $N = 7$

$$f(X) = 1 + 2X + 3X^2 + 4X^4 + 5X^6$$





# Fast convolution

Polynomial multiplication of length- $N$  circular polynomials takes  $\mathcal{O}(N^2)$  operations.

Component-wise multiplication takes only  $\mathcal{O}(N)$  ...

And *Fourier transforms* convert convolutions into regular multiplication!

But discrete Fourier transforms take  $\mathcal{O}(N^2)$  operations in general...

Unless a *Fast Fourier Transform* (Cooley-Tukey) algorithm is applied, which takes only

$$\mathcal{O}(N \log N)$$

operations, making circular convolution only marginally slower than regular multiplication.



# Antiperiodic polynomials

When  $N = 2n$  is even, any circular polynomial can be decomposed into a *periodic* and *antiperiodic* part corresponding to the decomposition of the Fourier transform into *even* and *odd* components.

Example with  $N = 8$  :

$$\begin{array}{ccc}
 \begin{array}{ccc} 8 & 1 & 2 \\ 7 & & 3 \\ 6 & 5 & 4 \end{array} & = & \begin{array}{ccc} 6 & 3 & 4 \\ 5 & & 5 \\ 4 & 3 & 6 \end{array} + \begin{array}{ccc} 2 & -2 & -2 \\ 2 & & -2 \\ 2 & 2 & -2 \end{array} \\
 \begin{array}{ccc} 1 & 2 & 8 \\ 12 & & 14 \\ 3 & 13 & 6 \end{array} & = & \begin{array}{ccc} 0 & 2 & 0 \\ 12 & & 14 \\ 0 & 13 & 0 \end{array} + \begin{array}{ccc} 1 & 0 & 8 \\ 0 & & 0 \\ 3 & 0 & 6 \end{array}
 \end{array}$$

$$\zeta = 2 \bmod 17$$

# Choice of parameters

ML-KEM and ML-DSA work with rings of antiperiodic polynomials  $R[X]/(X^n + 1)$

In order to compute the Fourier transform, a  $N$ -th root of unity  $\zeta$  must be chosen in  $R$ .

Number-Theoretic Transform :  $R = \mathbb{Z}/q\mathbb{Z}$  with  $N \mid (q - 1)$

## ML-DSA :

- $n = 256$
- $q = 8380417 = 2^{23} - 2^{13} + 1$
- $\zeta = 1753$ , a 512<sup>th</sup> root of unity

## ML-KEM :

- $n = 256$
- $q = 3329 = 2^8 \cdot 13 + 1$
- $\zeta = 17$ , only a 256<sup>th</sup> root of unity

...



# Comparison with classical primitives



# Classical primitives

RSA, Diffie-Hellman, DSA, ... : based on **modular exponentiation** with large integers

security level (bits)	public key size (bits)
128	3072
256	15360

**EC-based** : multiplication on elliptic curves

security level (bits)	public key size (bits)
128	256
256	512

# ML-based primitives

## ML-KEM

security level (bits)	public key size (bits)
128	13056
256	25344

## ML-DSA

security level (bits)	public key size (bits)
128	10496
256	20736

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# Concluding remarks



# ML-based primitives

- These new primitives are considerably harder to understand
- Publication of test vectors and expected values will help developers comply with the standard
- Having a pedagogical implementation allowing one to easily play with small (insecure!) values will help explain and teach how these primitives work
- Working (?) C++ implementation:
- <https://github.com/chenevert/ML-KEM>

# Partners



**Scientific-Practical Conference: "Telecommunication and Security"**

The conference is funded within the conference grants competition CG-24-220 of the National Science Foundation of Georgia.

# Thank you !

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