

Hardness of hinted ISIS from the space time hardness of lattice problems

For the novel lattice assumptions workshop, ICMS Edinburgh, July 2026

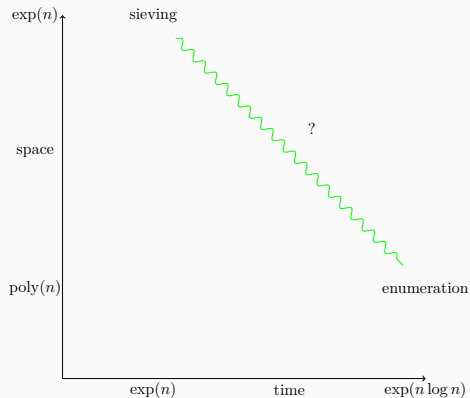
Martin R. Albrecht, Russell W. F. Lai, and **Eamonn W. Postlethwaite**

A space time barrier

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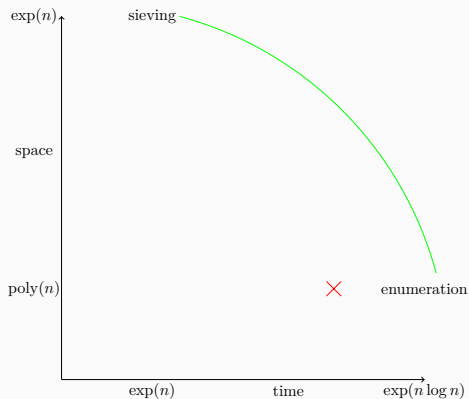
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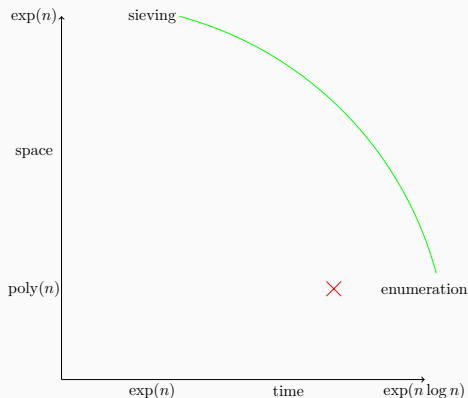
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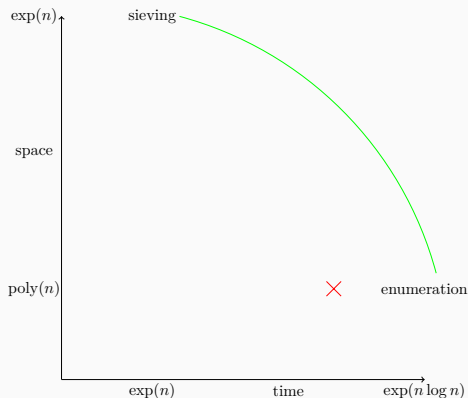
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This is the ‘space time hardness’ of the title. We do not expect such algorithms to exist: ‘STH’.

SIS: Let $(m, q, \beta) \in \mathbb{N}^2 \times \mathbb{R}_{>0}$ be functions of n and $\mathbf{A} \sim \mathcal{U}(\mathbb{Z}_q^{n \times m})$. Given $\mathbf{A}$ return

$$\begin{aligned} \mathbf{x} \in P_{\beta, \mathbf{A}}^+ &= (\mathcal{B}^m(\beta) \setminus \{\mathbf{0}\}) \cap \{\mathbf{u} \in \mathbb{Z}^m : \mathbf{A}\mathbf{u} = \mathbf{0}\} \\ &= (\mathcal{B}^m(\beta) \setminus \{\mathbf{0}\}) \cap \Lambda_q^\perp(\mathbf{A}). \end{aligned}$$

A space time barrier for average case lattice problems

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H-ISIS: Let $(k, m, q, \beta) \in \mathbb{N}^3 \times \mathbb{R}_{>0}$ and DIST be functions of n with $\text{DIST}(\mathbf{A})$ an r.v. over $\Lambda_q^\perp(\mathbf{A})$. Let $(\mathbf{A}, \mathbf{t}) \sim \mathcal{U}(\mathbb{Z}_q^{n \times m} \times \mathbb{Z}_q^n)$ and $\mathbf{U} = (\mathbf{u}_1, \dots, \mathbf{u}_k) \sim \text{DIST}(\mathbf{A})^k$. Given $(\mathbf{A}, \mathbf{t}, \mathbf{U})$ return $\mathbf{x} \in P_{\beta, \mathbf{A}, \mathbf{t}}$.

(e.g. $k \in \text{poly}(n)$ and $\text{DIST}(\mathbf{A}) = D_{\Lambda_q^\perp(\mathbf{A}), s}(\cdot)$)

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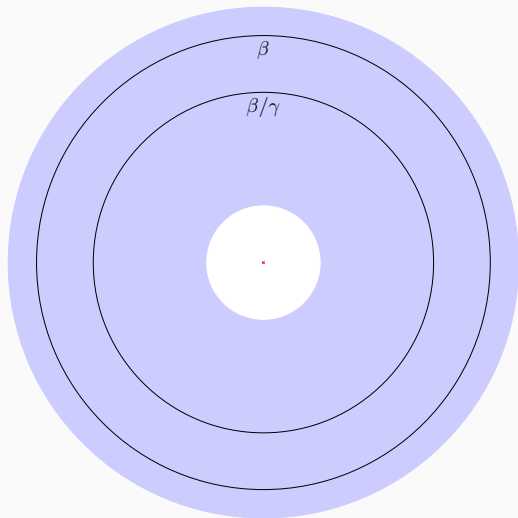
N.b. the $2^{O(m \log \gamma)}$ calls are ‘memory local’: $\text{H-SIS}_{\beta/\gamma}$ memory equals that of H-ISIS_β .

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Assume $k \in \text{poly}(n)$ hints and DIST has non negligible mass in shaded area.

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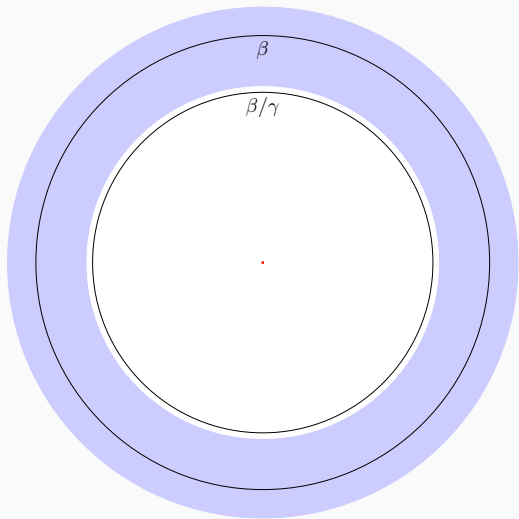
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A trivial $\text{H-SIS}_{\beta/\gamma}$ instance.

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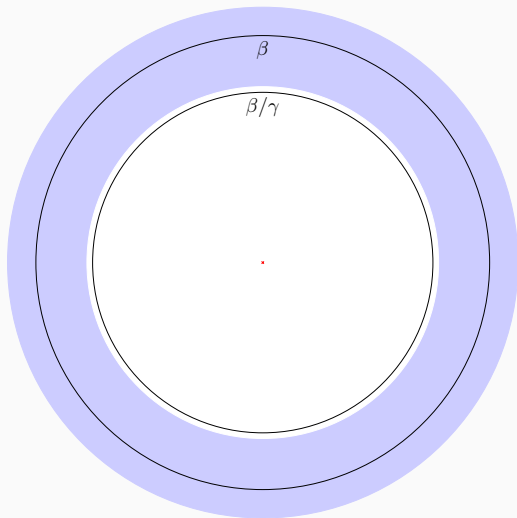
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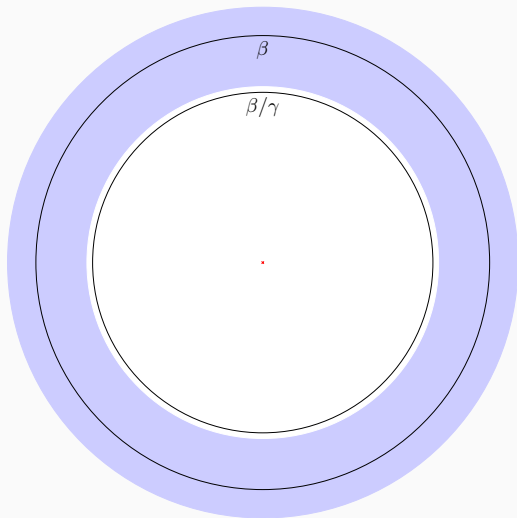


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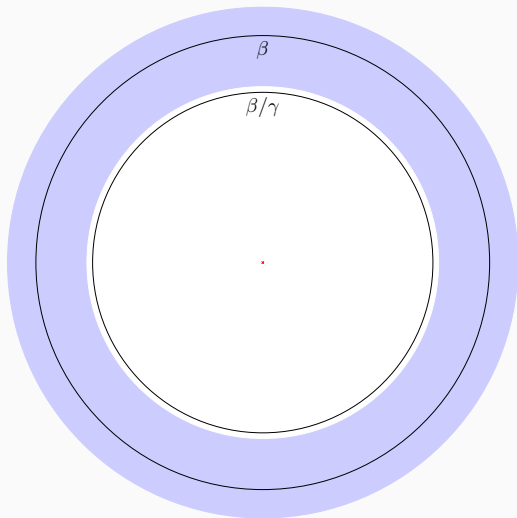
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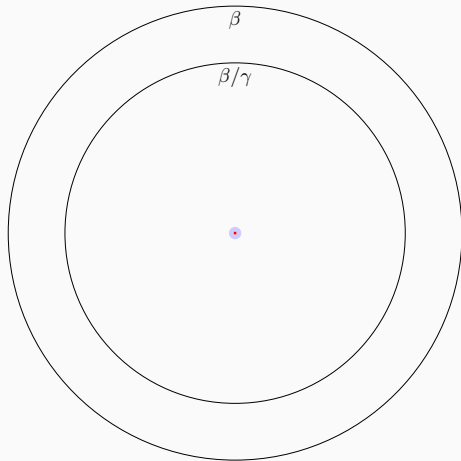
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If so, a polynomial H-ISIS_β adversary and γ such that $\log \gamma \in O(1)$ give an interesting

$$\text{H-SIS}_{\beta/\gamma} \leq \text{H-ISIS}_\beta.$$

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N.b. if hints can be efficiently computed from $\mathbf{A}$:

- some distribution over $q\mathbb{Z}^m \subset \Lambda_q^\perp(\mathbf{A})$,
- wide enough $D_{\Lambda_q^\perp(\mathbf{A}), S}$,

we have H-ISIS = ISIS and H-SIS = SIS.

Open up the standard $\text{SIS}_{2\beta} \leq \text{ISIS}_\beta$ reduction and a new tool¹ from graph theory.

¹to cryptography

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For sufficiently large s : $(\mathbf{v}_\ell - \mathbf{v}'_\ell) - (\mathbf{v}_r - \mathbf{v}'_r) \sim_\varepsilon D_{\Lambda_{q^\perp}(\mathbf{A}), \sqrt{2}s, \mathbf{v}'_r - \mathbf{v}'_\ell}$ with norm (concentrated) at most

$$\sqrt{2ms} + \|\mathbf{v}'_r - \mathbf{v}'_\ell\|.$$

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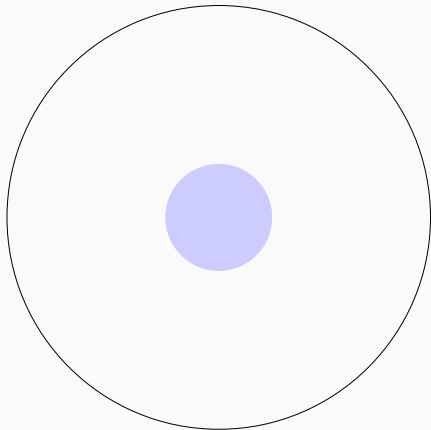
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Choosing $s \leq \beta/2\gamma\sqrt{2m}$ and 1. imply $\sqrt{2ms} + \|\mathbf{v}'_r - \mathbf{v}'_\ell\| \leq \beta/2\gamma + \beta/2\gamma = \beta/\gamma$.

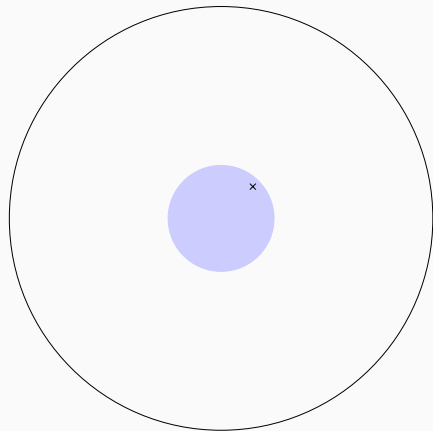
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A game: you may choose any random variable X with finite support in $B^m(\beta)$.
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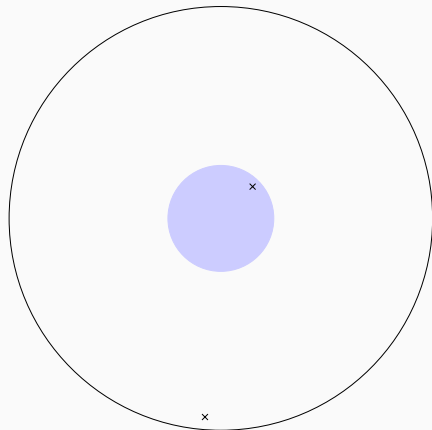
Large circle has radius β , small circle (just for scale) has radius $\beta/2\gamma$.

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Having a single element in the support with mass one is bad: $\Pr[\|\mathbf{x} - \mathbf{x}'\| \leq \beta/2\gamma] = 1$.

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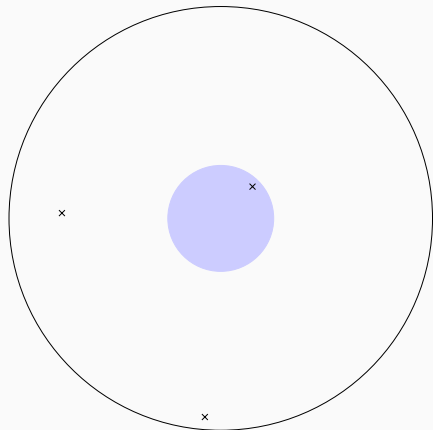
Having two far points, $\mathbf{x}_1, \mathbf{x}_2$, is better.

$$\begin{aligned}\Pr[\|\mathbf{x} - \mathbf{x}'\| \leq \beta/2\gamma] &= \Pr[\mathbf{x} = \mathbf{x}' = \mathbf{x}_1] + \Pr[\mathbf{x} = \mathbf{x}' = \mathbf{x}_2] \\ &= p_1^2 + p_2^2.\end{aligned}$$

This is minimised at maximum entropy:

$$p_1 = p_2 = 1/2 \Rightarrow p_1^2 + p_2^2 = 1/2.$$

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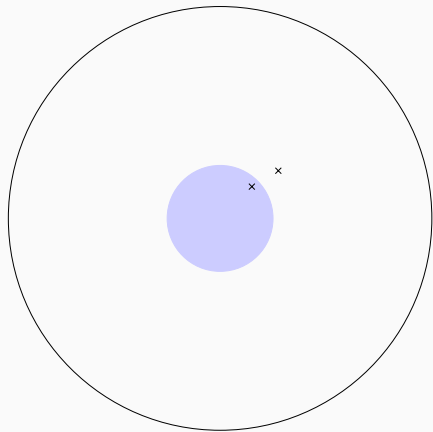
Similarly, three pairwise far points is better still.

$$\Pr[\|\mathbf{x} - \mathbf{x}'\| \leq \beta/2\gamma] = p_1^2 + p_2^2 + p_3^2.$$

Again, this is minimised at maximum entropy:
 $p_i = 1/3 \Rightarrow \sum_i p_i^2 = 1/3$.

(If pairwise far then generalises to n points.)

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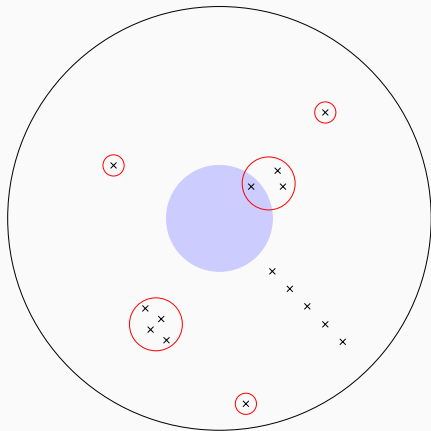


Having two close points is bad, they function as one in our game.

$$\Pr[\|\mathbf{x} - \mathbf{x}'\| \leq \beta/2\gamma] = 1.$$

Enter Motzkin–Strauss [MS65]

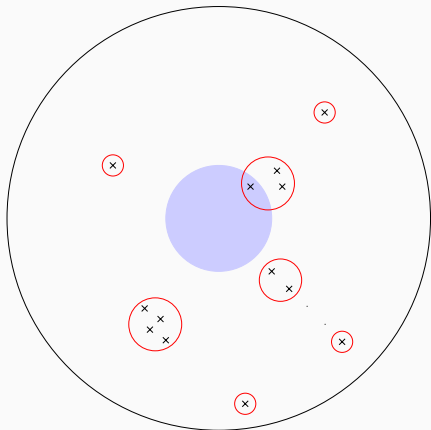
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In fact, 'independent cliques' (in which all pairs of points are close and are close to no other points) should be considered as a single point in our game.

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Of the remaining points, form a maximal number of independent cliques by removing points.

Conjecture that

$$1/\#\text{independent cliques}$$

lower bounds probability that $\mathbf{x}$ and $\mathbf{x}'$ are close.

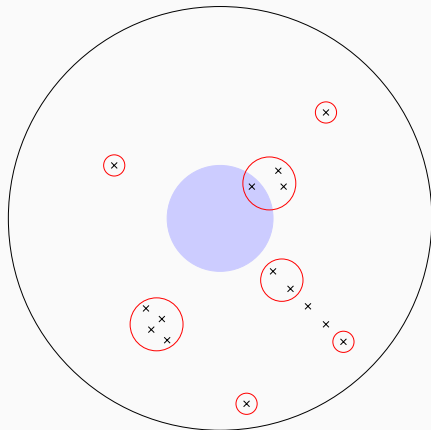
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Motzkin–Strauss^a proves this by

$$\min_{\mathbf{d} \in \Delta_N} \mathbf{d}^t \mathbf{M} \mathbf{d} \geq 1/\alpha(\mathbf{M})$$



- $N = |\text{Supp}(X)|$,
- $\Delta_N = \{\mathbf{x} \in [0, 1]^N : \sum_i x_i = 1\}$,
- $\mathbf{M} \in \{0, 1\}^N$ is an adjacency matrix with $M_{i,j} = 1$ when two points are close,
- $\alpha(\mathbf{M})$ is the independence number of $\mathbf{M}$: the largest set of points that are pairwise far. By simple geometry, $\alpha(\mathbf{M}) \in 2^{O(m \log \gamma)}$.

^athis form is a simple corollary in our setting

Subroutine $(\dagger)$: $\mathbf{v} \leftarrow D_{\mathbb{Z}^m, S}$, $\mathbf{v}' \leftarrow \mathcal{A}(1^n, \mathbf{A}, \mathbf{A}\mathbf{v}, \mathbf{U})$, if $\mathbf{v}' \in P_{\beta, \mathbf{A}, \mathbf{A}\mathbf{v}}$ then return $(\mathbf{v}, \mathbf{v}')$. $\mathcal{B}$ does

1. repeat $(\dagger)$ in pairs until $(\mathbf{v}_\ell, \mathbf{v}'_\ell)$ and $(\mathbf{v}_r, \mathbf{v}'_r)$ are returned and have $\|\mathbf{v}'_r - \mathbf{v}'_\ell\| \leq \beta/2\gamma$,
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Reduction recap

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Three conditions on s :

- large enough that $\mathbf{v} \leftarrow D_{\mathbb{Z}^m, s}$ in ($\dagger$) satisfies an LHL,
- large enough that 2. is close to a discrete Gaussian with concentrated norm,
- small enough that $s\sqrt{2m} \leq \beta/2\gamma$.

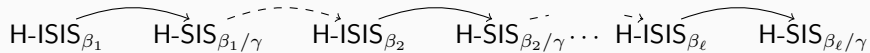
The reduction fails when no satisfying s exists.

A chaining assumption

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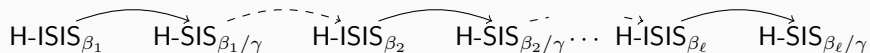
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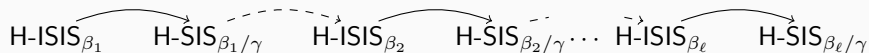


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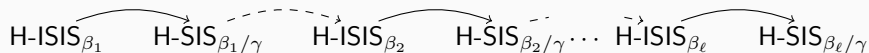
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If the final norm bound β_ℓ/γ is small enough we need only assume STH of GapSVP_α .

So what? Double signing in GPV signatures.

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N.b. we cannot follow the original reduction without salts randomising the targets because we cannot answer multiple signing queries on the same message.

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- How hard, concretely or theoretically, is H-SIS when the hints are sensibly distributed?
- Both our bound on $\alpha(\mathbf{M})$ and our use of Motzkin–Strauss are loose, can we improve them?
- Can the chaining assumption be weakened or removed?
- Can we relate other hinted lattice assumptions to this framework? (We have omISIS but in the ‘wrong’ direction.)

Thanks!

<https://eprint.iacr.org/2026/187> to
appear CRYPTO'26.

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