3. Message Attack (ISD)

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Generalized Birthday Algorithm

Proposed by D. Wagner in 2002, in a more general context

The Generalized Birthday Algorithm (GBA) of order *a* solves the following problem:

Instance: 2^a lists of vectors $\mathcal{L}_i \subset \{0,1\}^\ell$, $i = 1, 2, ..., 2^a$ Answer: $x_i \in \mathcal{L}_i$, $i = 1, 2, ..., 2^a$ such that $x_1 + x_2 + ... + x_{2^a} = 0$

If the lists are large enough, then GBA runs in time $O(2^{\ell/(a+1)})$

(the case a = 1 corresponds to the usual birthday paradox)

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GBA can be applied to decoding

- it applies to instances of CSD with many solutions
- it aims at finding one solution only

Let $H \in \{0, 1\}^{(n-k) \times n}$, $s \in \{0, 1\}^{n-k}$, and w > 0, we consider CSD(H, s, w) where

- there are many solutions: exact condition to be determined
- we only want one solution

$$H = H_1 H_2$$

 $s = s_1 + s_2$ arbitrarily

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We build two lists of size L

$$\mathcal{L}_i \subset \{ oldsymbol{s}_i + oldsymbol{e}_i H_i^{\mathcal{T}} \mid \mathsf{wt}(oldsymbol{e}_i) = w/2 \}, i \in \{1,2\}$$

Any element of $\mathcal{L}_1 \cap \mathcal{L}_2$ provides a solution

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Let $H \in \{0,1\}^{(n-k) \times n}$, $s \in \{0,1\}^{n-k}$, and w > 0, we consider CSD(H, s, w) where

- there are many solutions: $\binom{n/2}{w/2}^2 \ge 2^{n-k}$
- we only want one solution

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Choosing $L = 2^{(n-k)/2}$ the workfactor is $O(2^{(n-k)/2})$ L cannot exceed $\binom{n/2}{w/2}$, and thus we need $\binom{n/2}{w/2}^2 \ge 2^{n-k}$

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After computing $\mathcal{L}_1, \mathcal{L}_2, \mathcal{L}_3, \mathcal{L}_4, \mathcal{L}_{1,2}, \mathcal{L}_{3,4}$ we expect to find an element in $\mathcal{L}_{1,2} \cap \mathcal{L}_{3,4}$ from which we derive a solution to CSD(H, s, w)

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The computing effort is $O(2^{(n-k)/3})$ possible only if $\binom{n/4}{w/4} \ge 2^{(n-k)/3}$

In general the order *a* GBA decoding will have a cost $O\left(2^{\frac{n-k}{a+1}}\right)$



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Finally, note that improvements of birthday decoding apply This allows to lower the complexity in some cases

Comparing GBA and ISD

Information Set Decoding (all variants) and its complexity analysis can easily be adapted to the case where we seek one solution among many

In practice ISD is almost always more efficient

GBA is more efficient only when the code rate k/n is close to 1 and even then, it is only better for a limited range of values of w

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