

Quantum Cryptanalysis of Post-Quantum Cryptography

Thijs Laarhoven, Michele Mosca, Joop van de Pol

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SIAM AG'13, Fort Collins, USA (August 3, 2013)



Solving the Shortest Vector Problem in Lattices Faster Using Quantum Search

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Outline

Introduction

Lattices Quantum Search Applications

SVP Algorithms

Enumeration Sieving Saturation

Overview

Conclusion

Lattices

What is a lattice?



Lattices

What is a lattice?

b₁₄ *b₂

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Lattices

What is a lattice?



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Lattices

Lattice Basis Reduction



Lattices

• Shortest Vector Problem (SVP)



Lattices

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Lattices

Closest Vector Problem (CVP)

•



Lattices

Closest Vector Problem (CVP)

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TU/e

Classical form

Problem: Given a list *L* of size *N*, and a function $f : L \to \{0, 1\}$ such that there is exactly one element $e \in L$ with f(e) = 1. Find this element *e*.

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• Classical search: $\Theta(N)$ time

TU/e

• Quantum search: $\Theta(\sqrt{N})$ time [Gro96] •

General form

Problem: Given a list *L* of size *N*, and a function $f : L \to \{0, 1\}$ such that there are c = O(1) elements $e \in L$ with f(e) = 1. Find one such element *e*.

• Classical search: $\Theta(N/c)$ time

TU/e

• Quantum search: $\Theta(\sqrt{N/c})$ time [Gro96]

Applications

(Why do we care?)

• "Constructive cryptography": Lattice-based cryptosystems

- Based on hard lattice problems (SVP, CVP)
- NTRU cryptosystem [HPS98]
- Fully Homomorphic Encryption [Gen09]
- Candidate for post-quantum cryptography ("survivor")

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- "Destructive cryptography": Cryptanalysis
 - Attack knapsack-based cryptosystems [Sha82, LO85]
 - Attack RSA with Coppersmith's method [Cop97]
 - Attack DSA and ECDSA [NS02, NS03]
 - Attack lattice-based cryptosystems [Ngu99, JJ00]

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How (quantum-)hard are hard lattice problems such as SVP?

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- 1. "Guess" the coordinate of the basis vector b_{n^*}
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3. Search for a shortest vector among all of these vectors

Enumeration

Bound on the size of s



Enumeration

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Enumeration

Possible coefficients of *b*₂

b₁

b₂

Enumeration

Possible coefficients of *b*₂

b₁

b₂

b₂



Possible coefficients of b_2

D1

 b_2

b

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1-2. Guess the coefficient of b_2 and find "shortest vectors"

D1

b₂

b

Enumeration

1-2. Guess the coefficient of β_2 and find "shortest vectors"

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 b_2

b₂

Enumeration

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b1

 b_2

-V0

b₂

Enumeration

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Vo

b1

 b_2

-V0

b

Enumeration

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Vo

b1

 b_2

-V0

b

Enumeration

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Vo

b1

b₂

-V0

b₂

Enumeration

1-2. Guess the coefficient of b_2 and find "shortest vectors"

Vo

b1

b₂

V₀

b

Enumeration

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Vo

b1

b₂

V₀

b

Enumeration

1-2. Guess the coefficient of b_2 and find "shortest vectors"

Vo

b1

b₂

V₀

b

V3

1-2. Guess the coefficient of b_2 and find "shortest vectors"



b₂

V3



V₀

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. TU/e
. TU/e

Enumeration

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3. Find a shortest vector among all of them

V₀

b1

b₂

V₀

b

V3

. TU/e

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V₀

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b₂

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• Space: poly(n)

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- Space: poly(n)
- Time: 2^{O(n log n)} [Kan83]

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U/e

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Asymptotically suboptimal time complexity



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 and $R = \emptyset$

For each $v \in V$, find the closest $c \in C$

• If
$$||v - c||$$
 is "large", add v to C

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3. Set V = R and repeat until V contains a shortest vector

. TU/e

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Sieving.

. 1. Generate random lattice vectors .







































V₆

Sieving. 3. Repeat until V contains a shortest vector V_8 V₁₄ V₅ V₁₂ V₁₁ V۱ V₇ v₄ V₃ V₈ **V**7 V₂ V3 V₉ V₆ V₂ V₅ V₁₀ V₉

V4

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V₁

V₁₃

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TU/e

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• Space: $|V|, |C|, |R| \leq 2^{\alpha n}$ for some α

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3. Search *C* for a shortest vector

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Saturation

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. 1. Generate random lattice vectors .

Saturation

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V₁₂

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. 1. Generate random lattice vectors .

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2. Reduce the vectors with each other

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2. Reduce the vectors with each other

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2. Reduce the vectors with each other

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2. Reduce the vectors with each other

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Saturation

2. Reduce the vectors with each other

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Saturation

2. Reduce the vectors with each other

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V7



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Saturation

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2. Reduce the vectors with each other

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Saturation

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Saturation

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Saturation

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2. Reduce the vectors with each other

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V₁₃

 v_4

V4

V₈

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V₅

V₃

V₂

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V₁₂

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Saturation

3. Search *C* for a shortest vector

V₃

V₁₄

V₂

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V₁₃

 v_4

V4

V₈

V₁₁

V₁

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V₂

V₆

V₁₂

V₁₀

Saturation

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V₃

V₁₄

V₂

V₉

V₁₃

v₄

V4

V₈

V₁₁

V₁

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TU/e

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3. Find a shortest vector among the reduced vectors

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- Quantum speed-up: pprox 25% in the exponent $\,\cdot\,$

TU/e

Overview

Provable results (large *n* **asymptotics)**

Table: Complexities of SVP algorithms in logarithmic leading order terms:

•	0	Classical		Quantum	
	Algorithm	• Time	Space	Time	Space
	Enum. [Kan83]	$O(n \log n)$	$O(\log n)$	$O(n \log n)$	$O(\log n)$
	Sieving [PS09]	-2.65 <i>n</i>	1.33 <i>n</i>	2.65 <i>n</i>	• 1.33 <i>n</i>
	Saturation [PS09]	2.47 <i>n</i>	•1.24 <i>n</i>	2.47 <i>n</i>	1.24 <i>n</i>
0	Voronoi cell [MV10]	2.00 <i>n</i>	1.00 <i>n</i>	• 2.00 <i>n</i>	1.00 <i>n</i>
Overview

Provable results (large *n* **asymptotics)**

Table: Complexities of SVP algorithms in logarithmic leading order terms:

-						
0	0	[•] Classical		Quantum		
	Algorithm	• Time	Space	Time	Space	
	Enum. [Kan83]	$O(n \log n)$	$O(\log n)$	$O(n \log n)$	$O(\log n)$	
	Sieving [PS09]	∘2.65 <i>n</i>	1.33 <i>n</i>	2.65 <i>n</i>	• 1.33 <i>n</i>	
	Saturation [LMP13] •	2.47 <i>n</i>	•1.24 <i>n</i>	1.80n	1.29n	
•	Voronoi cell [MV10]	2.00 <i>n</i>	1.00 <i>n</i>	• 2.00 <i>n</i>	1.00 <i>n</i>	

Overview

Heuristic/Experimental results ($n \approx 100$)

Table: Complexities of SVP algorithms in logarithmic leading order terms:

0	0	[•] Classical		Quantum	
	Algorithm	• Time	Space	Time	 Space
	Enum. [GNR10]	$O(n \log n)$	$O(\log n)$	$O(n \log n)$	$O(\log n)$
	Sieving [NV08]	•0.42 <i>n</i>	0.21 <i>n</i>	0.42 <i>n</i>	0.21 <i>n</i>
	Saturation [MV10]	0.52 <i>n</i>	0.21 <i>n</i>	0.52 <i>n</i>	0.21 <i>n</i>
0	Voronoi cell [MV10]	2.00 <i>n</i>	1.00 <i>n</i>	• 2.00 <i>n</i>	1.00 <i>n</i>

Overview

Heuristic/Experimental results ($n \approx 100$)

Table: Complexities of SVP algorithms in logarithmic leading order terms:

•	٥	Classical		Quantum	
	Algorithm	• Time	Space	Time	Space
•	Enum. [GNR10]	$O(n \log n)$	$O(\log n)$	$O(n \log n)$	$O(\log n)$
	Sieving [LMP13]	₀0.42 <i>n</i>	0.21 <i>n</i>	0.32n	• 0.21n
	Saturation [LMP13] •	0.52 <i>n</i>	0.21 <i>n</i>	0.39n	0.21n
•	Voronoi cell [MV10]	2.00 <i>n</i>	1.00 <i>n</i>	• 2.00 <i>n</i>	1.00 <i>n</i>

Conclusion

Using Grover search speeds up some SVP algorithms

- Faster sieving algorithms (exponent: $\approx -25\%$)
- Faster saturation algorithms (exponent: $\approx -25\%$) Open quantum-problems
 - Quantum speed-ups for other methods?
 - Use other quantum algorithms?
 - Build a quantum computer?

Questions

