Classical and quantum 3 and 4-sieves to solve SVP with low memory

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Lattice and SVP

Lattice

Given a basis $B = (\vec{b_1}, ..., \vec{b_d})$, the lattice \mathcal{L} generated by B is the set of all integer linear combinations of its basis vectors: $\mathcal{L}(B) = \left\{ \sum_{i=1}^d z_i \vec{b_i}, z_i \in \mathbb{Z} \right\}$.

Shortest Vector Problem (SVP)

Given a lattice \mathcal{L} , find the shortest non-zero vector $\vec{v} \in \mathcal{L}$.



Cryptography

- NP-hard problem, hard in average, believed to be quantum-resistant.
- Problems derived from SVP: LWE, SIS, NTRU...
- Cryptosystems based on them: Kyber, Dilithium, Falcon (NIST standardization), ...

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Cryptanalysis

- Broken if we can find a reduced basis of the lattice.
- BKZ algorithm returns a reduced basis using an SVP-solver.

 \Rightarrow The security of these cryptosystems directly relies on the complexity of solving SVP.

1. Lattice sieving

- 2. Filtering New code for filtering
- 3. Framework to solve SVP and complexity results

1. Lattice sieving

Heuristic: Lattice vectors are uniformly random in \mathbb{R}^d .

- Random vectors of norm $\leq R$ are w.h.p. of norm R.
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Sieving step

Input: list *L* of *N* lattice vectors of norm at most *R* ; $\gamma < 1$. **Output**: list L_{out} of *N* lattice vectors of norm at most $\gamma R < R$.

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Initialization:

Generate N lattice vectors of norm $\leq R$ (Klein's algorithm)



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After 1 iteration: vectors of norm at most γR



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Sieving step

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After 2 iterations: vectors of norm at most $\gamma^2 R$



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Sieving step

Input: list *L* of *N* lattice vectors of norm at most *R* ; $\gamma < 1$. **Output**: list *L*_{out} of *N* lattice vectors of norm at most $\gamma R < R$.

After poly(d) iterations: norm at most $\gamma^{\text{poly}(d)}R$.

Short vector found!



Nguyen-Vidick sieve [NV08] (2-sieve)

for $(\vec{\mathbf{x}}_1, \vec{\mathbf{x}}_2) \in L \times L$: if $\|\vec{\mathbf{x}}_1 - \vec{\mathbf{x}}_2\| \leq \gamma R$: add $\vec{\mathbf{x}}_1 - \vec{\mathbf{x}}_2$ to L_{out}

Sphere of dimension *d* and radius *R*:



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If
$$\vec{\mathsf{x}}_1, \vec{\mathsf{x}}_2 \in \mathcal{L}$$
 then $\vec{\mathsf{x}}_1 - \vec{\mathsf{x}}_2 \in \mathcal{L}$.

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 then $\vec{\mathbf{x}}_1 - \vec{\mathbf{x}}_2 \in \mathcal{L}$.

Condition of reduction: For $\gamma = 1$, $\|\vec{\mathbf{x}}_1\| = \|\vec{\mathbf{x}}_2\| = R$, $\|\vec{\mathbf{x}}_1 - \vec{\mathbf{x}}_2\| \le \gamma R$ $\Leftrightarrow \operatorname{Angle}(\vec{\mathbf{x}}_1, \vec{\mathbf{x}}_2) \le \frac{\pi}{3}$

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3-sieve

for
$$(\vec{\mathbf{x}}_1, \vec{\mathbf{x}}_2, \vec{\mathbf{x}}_3) \in L^3$$
:
if $\|\vec{\mathbf{x}}_1 + \vec{\mathbf{x}}_2 + \vec{\mathbf{x}}_3\| \leqslant \gamma R$:
add $\vec{\mathbf{x}}_1 + \vec{\mathbf{x}}_2 + \vec{\mathbf{x}}_3$ to L_{out}

4-sieve

for
$$(\vec{\mathbf{x}}_1, \vec{\mathbf{x}}_2, \vec{\mathbf{x}}_3, \vec{\mathbf{x}}_4) \in L^4$$

if $\|\vec{\mathbf{x}}_1 + \vec{\mathbf{x}}_2 + \vec{\mathbf{x}}_3 + \vec{\mathbf{x}}_4\| \leqslant \gamma R$:
add $\vec{\mathbf{x}}_1 + \vec{\mathbf{x}}_2 + \vec{\mathbf{x}}_3 + \vec{\mathbf{x}}_4$ to L_{out}

k-sieve

for
$$(\vec{\mathbf{x}}_1, ..., \vec{\mathbf{x}}_k) \in L^k$$

if $\|\vec{\mathbf{x}}_1 + ... + \vec{\mathbf{x}}_k\| \leq \gamma R$:
add $\vec{\mathbf{x}}_1 + ... + \vec{\mathbf{x}}_k$ to L_{out}

Minimal size of the list L

Sieving step

Input: List of *N* lattice vectors **Output**: List of *N* reduced lattice vectors

 \Rightarrow We need that N reduced vectors are computable from the N input vectors.



Notation: $2^{xd+o(d)}$

	Memory	Time (naive)
k	N	N^k
2	0.208	0.415
3	0.189	0.566
4	0.173	0.690
5	0.159	0.794
6	0.147	0.884

Configuration

A k-tuple $(\vec{\mathbf{x}}_1,...,\vec{\mathbf{x}}_k)$ satisfies configuration $C = (C_{ij})_{i,j} \in \mathbb{R}^{k \times k}$ iff. $\langle \vec{\mathbf{x}}_i | \vec{\mathbf{x}}_j \rangle \leq C_{ij}$.



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Valid configuration C: $(\vec{\mathbf{x}}_1, ..., \vec{\mathbf{x}}_k)$ satisfies $C \Rightarrow ||\vec{\mathbf{x}}_1 + ... + \vec{\mathbf{x}}_k|| \leq \gamma R$

Configuration problem

Find all tuples
$$(\vec{\mathbf{x}}_1, ..., \vec{\mathbf{x}}_k) \in L_1 \times ... \times L_k$$

satisfying the valid configuration *C*.

k-sieve problem

 \Rightarrow

Find all reduced vectors
$$\sum_{i=1}^{k} \vec{\mathbf{x}}_i, \ \vec{\mathbf{x}}_i \in L$$

of norm $\leq \gamma R$.

Balanced configuration

- Fix $C_{ij} = -1/k$ for $i \neq j$
- The most common configuration for reducing *k*-tuples
 - \Rightarrow Minimizes the list size |L|.



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Any valid configuration

- Rarer configurations \Rightarrow require longer list
- Tuples can be easier to find.



2. Filtering

Filtering

Locality Sentitive Filter

A filter of center $\mathbf{F} \in \mathbb{R}^d$ and angle $\alpha \in [0, \pi/2]$ maps a vector \vec{x} to a boolean value:

- 1 if Angle $(\vec{x}, \mathbf{F}) \leqslant \alpha$,
- 0 else.



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Each filter is associated with a set that we can fill with vectors.

Filtering - Random Product Code

Random Product Code (RPC) of parameters (d, m, B)

$${f L}=Q\cdot ({f C}_1 imes \cdots imes {f L}_m)\subset {\Bbb R}^d$$

- $\mathbf{C}_1, ..., \mathbf{C}_m$: sets of B vectors in $\mathbb{R}^{d/m}$ sampled unif. & indep. random of norm $\sqrt{1/m}$
- Q uniformly random rotation over \mathbb{R}^d



Codewords \diamond

- Uniformly distributed over the sphere
- Each codeword = center of one filter
- Decode \vec{x} in efficient time (subexp. or poly)

Filtering - Solving SVP

2-sieve

For each vector: search a reducing vector within the whole list L.

2-sieve with filtering [BDGL16]

- 1. Generate the filters $\square \triangleright$ Sample a Random Product Code
- 2. Add each vector to its filters of angle at most α . \triangleright List decoding algorithm
- 3. For each vector : search a reducing vector within its filters.

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- 3. For each vector : search a reducing vector within its filters.
 - Classically or by Grover's search

Time complexity (for minimal memory $N = 2^{0.208d+o(d)}$): Classical 2-sieve: $2^{0.415d+o(d)}$ Quantum 2-sieve: $2^{0.312d+o(d)}$ With filtering: $2^{0.292d+o(d)}$ With filtering: $2^{0.265d+o(d)}$

Filtering strategy for the 2-sieve

Constraint: $\langle \vec{\textbf{x}}_1 | \vec{\textbf{x}}_2 \rangle \geq \frac{1}{2}$



New tailored filtering for the k-sieve

Constraints: $\langle \vec{\mathbf{x}}_i | \vec{\mathbf{x}}_j \rangle \leq C_{ij}$



New tailored filtering for the k-sieve

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3. Framework for the k-sieve

Framework

k-sieve framework to solve SVP

Input: list *L* of *N* lattice vectors, parameters *k*, angle α , configuration *C* **Output**: list *L*_{out} of *N* reduced lattice vectors

- 1. Generate the tuple-filters. **Prefilter** L: add each $\vec{x} \in L$ to its nearest filter.
- 2. For each tuple-filter: Find all solutions satisfying C within the tuple-filter.
- 3. Repeat 1. and 2. until $|L_{out}| = N$.



Residual vectors



Search for a tuple $(\vec{\mathbf{x}}_1, ..., \vec{\mathbf{x}}_k)$ satisfying configuration *C*

Residual vectors



 \Leftrightarrow

Search for a tuple $(\vec{\mathbf{x}}_1, ..., \vec{\mathbf{x}}_k)$ satisfying configuration *C*

Search for their residual vectors
$$(\vec{y}_1, ..., \vec{y}_k)$$

satisfying configuration $C'_{C,\alpha}$

Framework

k-sieve framework to solve SVP

Input: *N* lattice vectors, *k*, α , *C* **Output**: *N* reduced lattice vectors

- 1. Prefilter L.
- 2. For each tuple-filter: Find all solutions
- 3. Repeat.

Subroutine Find all solutions within a tuple-filter

Input: Lists $L_1, ..., L_k$ of residual vectors, configuration C'. **Output**: all tuples $(\vec{y}_1, ..., \vec{y}_k) \in L_1 \times ... \times L_k$ that satisfy C'.

Framework

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• Classic 3-sieve

Classic 4-sieve

• Quantum 3-sieve

• Quantum 4-sieve

Classic 3-sieve – Subroutine

Configuration problem

Input: Lists L_1, L_2, L_3 , configuration C'**Output**: All the tuples $(\vec{y}_1, \vec{y}_2, \vec{y}_3) \in L_1 \times L_2 \times L_3$ satisfying configuration C'

 $\left(ec{\mathbf{y}}_{1}, ec{\mathbf{y}}_{2}, ec{\mathbf{y}}_{3}
ight)$ satisfies C'

$$\Leftrightarrow \left\{ \begin{array}{ll} \langle \vec{\mathbf{y}}_1 | \vec{\mathbf{y}}_2 \rangle & \leq C'_{12} \\ \langle \vec{\mathbf{y}}_1 | \vec{\mathbf{y}}_3 \rangle & \leq C'_{13} \\ \langle \vec{\mathbf{y}}_2 | \vec{\mathbf{y}}_3 \rangle & \leq C'_{23} \end{array} \right.$$



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Classic 3-sieve



Classic 4-sieve — Subroutine

Configuration problem

Input: Lists L_1, L_2, L_3, L_4 , configuration C'**Output**: All the tuples $(\vec{y}_1, \vec{y}_2, \vec{y}_3, \vec{y}_4) \in L_1 \times L_2 \times L_3 \times L_4$ satisfying configuration C'

 $\left(\vec{\textbf{y}}_{1},\vec{\textbf{y}}_{2},\vec{\textbf{y}}_{3},\vec{\textbf{y}}_{4}\right)$ satisfies C'

$$\Leftrightarrow \left\{ \begin{array}{ll} \langle \vec{\mathbf{y}}_1 | \vec{\mathbf{y}}_2 \rangle &\leq C_{12}' \\ \langle \vec{\mathbf{y}}_1 | \vec{\mathbf{y}}_3 \rangle &\leq C_{13}' \\ \langle \vec{\mathbf{y}}_1 | \vec{\mathbf{y}}_4 \rangle &\leq C_{14}' \\ \langle \vec{\mathbf{y}}_2 | \vec{\mathbf{y}}_3 \rangle &\leq C_{23}' \\ \langle \vec{\mathbf{y}}_2 | \vec{\mathbf{y}}_4 \rangle &\leq C_{24}' \\ \langle \vec{\mathbf{y}}_3 | \vec{\mathbf{y}}_4 \rangle &\leq C_{34}' \end{array} \right.$$



Classic 4-sieve — Subroutine

Configuration problem

Input: Lists L_1, L_2, L_3, L_4 , configuration C'**Output**: All the tuples $(\vec{y}_1, \vec{y}_2, \vec{y}_3, \vec{y}_4) \in L_1 \times L_2 \times L_3 \times L_4$ satisfying configuration C'

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Classic 4-sieve – Subroutine

Configuration problem

Input: Lists L_1, L_2, L_3, L_4 , configuration C'**Output**: All the tuples $(\vec{y}_1, \vec{y}_2, \vec{y}_3, \vec{y}_4) \in L_1 \times L_2 \times L_3 \times L_4$ satisfying configuration C'

 $\left(\vec{\textbf{y}}_{1},\vec{\textbf{y}}_{2},\vec{\textbf{y}}_{3},\vec{\textbf{y}}_{4}\right)$ satisfies C'

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Classic 4-sieve



Classic k-sieves



Quantum 3-sieve — Subroutine

 $|\psi_{L_1}\rangle \qquad |\psi_{L_2}\rangle \qquad |\psi_{L_3}\rangle$

Quantum 3-sieve – Subroutine

$$\begin{split} |\psi_{L_1}\rangle & |\psi_{L_2}\rangle & |\psi_{L_3}\rangle \\ \| \\ \frac{1}{\sqrt{|L_1|}} \sum_{\vec{\mathbf{y}}_1 \in L_1} |\mathbf{i}_{\vec{\mathbf{y}}_1}\rangle |\vec{\mathbf{y}}_1\rangle \end{split}$$

Quantum 3-sieve — Subroutine



$\langle ec{\mathbf{y}}_1 | ec{\mathbf{y}}_2 angle \leq C_{12}'$

Quantum 3-sieve — Subroutine



Quantum 3-sieve - Subroutine

$$\begin{split} |\psi_{L_1}\rangle & |\psi_{L_2}\rangle & |\psi_{L_3}\rangle \\ & \parallel & \int \text{Grover} & \int \text{Grover} \\ \frac{1}{\sqrt{|L_1|}} \sum_{\vec{\mathbf{y}}_1 \in L_1} |\mathbf{i}_{\vec{\mathbf{y}}_1}\rangle |\vec{\mathbf{y}}_1\rangle & |\psi_{L_2(\vec{\mathbf{y}}_1)}\rangle & |\psi_{L_3(\vec{\mathbf{y}}_1)}\rangle & \langle \vec{\mathbf{y}}_1 |\vec{\mathbf{y}}_2\rangle \leq C_{12}' \\ & \parallel & \int \text{Grover} & \langle \vec{\mathbf{y}}_1 |\vec{\mathbf{y}}_2\rangle \leq C_{13}' \\ & \parallel & \int \text{Grover} & \langle \vec{\mathbf{y}}_1 |\vec{\mathbf{y}}_3\rangle \leq C_{13}' \\ & \frac{1}{\sqrt{|L_2(\vec{\mathbf{y}}_1)|}} \sum_{\vec{\mathbf{y}}_2 \in L_2(\vec{\mathbf{y}}_1)} |\mathbf{i}_{\vec{\mathbf{y}}_2}\rangle |\vec{\mathbf{y}}_2\rangle & |\psi_{L_3(\vec{\mathbf{y}}_1, \vec{\mathbf{y}}_2)}\rangle & \langle \vec{\mathbf{y}}_2 |\vec{\mathbf{y}}_3\rangle \leq C_{23}' \end{split}$$

$$|\psi_{L_1}\rangle|\psi_{L_2(\mathbf{\vec{y}_1})}\rangle|\psi_{L_3(\mathbf{\vec{y}_1},\mathbf{\vec{y}_2})}\rangle$$

- Apply amplitude amplification
- Measure and get a solution $(\vec{y}_1, \vec{y}_2, \vec{y}_3)$
- Repeat to find all the solutions in $L_1 \times L_2 \times L_3$

Quantum 3-sieve



$$|\psi_{L_1}\rangle|\psi_{L_2(\mathbf{y}_1)}\rangle|\psi_{L_3(\mathbf{y}_1,\mathbf{y}_2)}\rangle|\psi_{L_4(\mathbf{y}_1,\mathbf{y}_2)}\rangle$$

- Apply amplitude amplification
- Measure and get a solution $(\vec{y}_1, \vec{y}_2, \vec{y}_3, \vec{y}_4)$
- Repeat to find all the solutions in $L_1 \times L_2 \times L_3 \times L_4$



Conclusion

This work:

- Improves the 3-sieve trade-offs
- New trade-offs for the 4-sieves



Further research:

- k-sieve for k > 4
- Mix our prefiltering with inner filtering as in [HKL18, KMPM19]
- Classical: Find the optimal merging tree
- Quantum: k-sieve via quantum walks.

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Thank you for listening! Any questions?

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