Some Applications of the QFT Convolution Theorem

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Based on joint works with Yilei Chen, Qipeng Liu, and Takashi Yamakawa

Part 1: Regev's Reduction





Basis: minimal set of vectors that generate lattice



(Approx.) shortest vector problem (SVP): given lattice (described by some basis), find (approx.) shortest vector



(Approx.) closest vector problem (CVP): given lattice and point off lattice, find (approx.) closest lattice point

Numerous applications:

- Disproving Merten's conjecture [Odlyzko-te Riele'85]
- Finding "close" algebraic relations

$x \rightarrow a,b,c s.t. a x^2+b x+c\approx 0$

- (Classical) cryptanalysis [Shamir'82, Coppersmith'96]
- Cryptography with amazing functionalities (e.g. computing on encrypted data [Gentry'08,...])
- Crypto with post-quantum security

Why Should Lattice Problems be Quantum Hard?

Lattices are periodic, but lattice/period typically known (a basis); SVP/SIS asks to find *short* description (short basis) of period

Period-finding itself doesn't seem relevant

But, maybe there are other algorithms?

Regev's "Algorithm" for Approx SVP [Regev'05]

Step **n=4**: Construct superposition over short lattice points, then measure



Step **3**: Construct superposition over points close to *dual* lattice → perform QFT to get **Step 4**



Regev's "Algorithm" QFT Short lattice points Close to dual lattice points **Convolution Thm:** QFT $\hat{\alpha}_{x} =$ "is dual lattice point" $\hat{\beta}_{x} =$ "is short" α_{x} = "is lattice point" $\beta_{x} =$ "is short"

Step 1: Construct superposition over dual lattice + construct superposition over short vectors, then add superpositions





$$\hat{\alpha}_{x} =$$
 "is dual lattice point"
 $\hat{\beta}_{x} =$ "is short"

Needed to ensure reversibility of addition

$$\sum_{x} \hat{\alpha}_{x} |x\rangle \& \sum_{y} \hat{\beta}_{y} |y\rangle \xrightarrow{} \sum_{x,y} \hat{\alpha}_{x} \hat{\beta}_{y} |x, x+y\rangle$$

$$\hat{\alpha}_{x} =$$
 "is dual lattice point"
 $\hat{\beta}_{x} =$ "is short"

Step 2: Eliminate x by "decoding" x+y

$$\sum_{x,y}^{\hat{\alpha}} \hat{\beta}_{y} | x, x+y \rangle \implies \sum_{x,y}^{\hat{\alpha}} \hat{\beta}_{y} | x+y \rangle$$

In Regev's case, **x+y** is close (dual) lattice point, **x** is lattice point Can solve via CVP, but presumed hard!!!

But, we actually have a potentially much easier problem...

Learning with errors (LWE): solving CVP when point & errors are random, and errors are very small

(Un)fortunately, LWE appears hard, even quantumly

Instead, Regev's "Algorithm" is viewed as a justification for the hardness of LWE (if it wasn't hard, then (approx.) SVP would be easy)

Since Regev's work, LWE has become a major tool for the design of cryptosystem

Part 2: Completing Regev's algorithm in extreme cases [Chen-Liu-**Z**'22]

A special case of (approx.) SVP

$$A \in \mathbb{Z}_q^{n \times m}$$

$$L_A = \{x : A.x \mod q = 0\}$$

$$m >> n$$

Thm (trivial): Can efficiently find $\mathbf{x} \in \mathbf{L}_A$ with $|\mathbf{x}|_{\infty} \leq \mathbf{q/2}$

Proof: Gaussian elimination mod $q \rightarrow x' \in \mathbb{Z}_q^m$ s.t. A.x mod q = 0

Coordinate of x = representative of x' in $\{-(q-1)/2,...,(q-1)/2\}$

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Can we do any better?

A special case of (approx.) SVP

$$A \in \mathbb{Z}_q^{n \times m}$$

$$L_A = \{x : A.x \mod q = 0\}$$

$$m >> n$$

Thm (trivial): Can efficiently find $\mathbf{x} \in \mathbf{L}_A$ with $|\mathbf{x}|_{\infty} \leq \mathbf{q/2}$

Thm [Chen-Liu-Z'22]: For any constant c, can quantumly efficiently find $x \in L_A$ with $|x|_{\infty} \leq (q-c)/2$, assuming $m > n^{c+1} poly(q)$

Proof: Attempt Regev's algorithm with:

$$\alpha_{x} = \text{``is in } L_{A} \pmod{q}$$
$$\beta_{x} = \text{``| } x \mid_{\infty} \leq (q-c)/2$$
$$(\sum_{x = -(q-c)/2}^{(q-c)/2}) \otimes m$$

Proof: separately construct

$$\sum_{x} \alpha_{x} | x \rangle \qquad \sum_{y} \beta_{y} | y \rangle$$





Thm [Chen-Liu-Z'22]: For any constant c, can quantumly efficiently find $\mathbf{x} \in \mathbf{L}_{A}$ with $|\mathbf{x}|_{\infty} \leq (\mathbf{q}-\mathbf{c})/2$, assuming $m > n^{c+1} poly(q)$ **Proof:** $\sum_{x,y}^{\Lambda} \alpha_{x} \beta_{y} | x+y \rangle$ $\sum_{x} \alpha_{x} |x\rangle$ _γβ_y|y $\begin{array}{c} y \\ \downarrow \\ \downarrow \\ x+y \\ x+y \\ x,y \end{array} x ???$

Proof: Our decoding problem:

Still seems hard to decode

Our Decoding Problem



Proof: Idea 1 - Look at superposition over errors





Proof: Zoom in on one coordinate

$$|\Psi_{d}\rangle = \sum_{y} \hat{\beta}_{y} |d+y\rangle$$
 Goal d

Problem: $|\Psi_d\rangle$ are not orthogonal (only have rank **q-c**) Impossible to compute **d** perfectly

Proof: Idea 2: Unambiguous state discrimination

$$|\Psi_{d}\rangle = \sum_{y} \hat{\beta}_{y} |d+y\rangle$$

Project onto Span(
$$\{ |\Psi_d \rangle \}_{(q-c)/2+1 \le d \le (q-c)/2}$$
)
Accept Reject

Don't learn much :-($(q-c)/2+1 \le d \le q-(q-c)/2=(q+c)/2$ set **S** of size **c**



Proof:

Proof:

a₁, Accept
a₂, Reject
a₃, Reject
a₄, Accept
a₅, Reject

Thm [Chen-Liu-Z'22]: For any constant c, can quantumly efficiently find $\mathbf{x} \in \mathbf{L}_A$ with $|\mathbf{x}|_{\infty} \leq (\mathbf{q}-\mathbf{c})/2$, assuming $\mathbf{m} > \mathbf{n}^{c+1} \operatorname{poly}(\mathbf{q})$

Proof:

$$a_2$$
, Reject
 a_3 , Reject
 $d_i = a_i \cdot r \in S$
 a_5 , Reject

. . .

Proof: Idea 3: Re-linearization a la Arora-Ge



Thm [Chen-Liu-Z'22]: For any constant c, can quantumly efficiently find x ∈ L_A with | x |_∞ ≤ (q-c)/2, assuming m > n^{c+1} poly(q)

Proof: Idea 3: Re-linearization a la Arora-Ge

$$d_i \in S \longrightarrow \prod(d_i - s) = 0$$

$$s \in S$$

Degree c

Each reject gives us degree **c** polynomial in **r**

Linear in degree-**c** monomials

Proof: Each reject \rightarrow linear constraint over degree-**c** monomials

O(n^c) such monomials

Intuitively, once we have **O(n^c)** constraints (rejects), should be able to compute monomials with linear algebra

Proof:

Issues to work out:

- Probability of reject
- Guarantee re-linearized system is uniquely solvable

Part 3: Completing Regev's algorithm using ECCs

[Yamakawa-Z'22]



Our Decoding Problem Assuming **f**_i "random-looking"

Thm [Yamakawa-Z'22]: If A is generator matrix for a "good" error-correcting code and each f_i are "random-looking", then can solve decoding problem \rightarrow can find points in L_A such that $f_i(x_i) = 0$ **Thm** [Yamakawa-Z'22]: If **A** is *parity-check* matrix for a "good" error-correcting code, no efficient classical algorithm making "black-box" queries to **f**_i

Reasonable model for cryptographic hash functions

Consequences

Relative to random oracle, or alternatively under assumption about hash functions, \exists **NP**-search problem in **BQP \ BPP**

Public verification previously unknown except under very strong assumptions

Hash functions considered much milder than prior assumptions (e.g. Factoring)

Additionally under Aaronson-Ambainis conjecture or appropriate hash function assumption, \exists publicly verifiable certified randomness