

Parameterized hardness of coding and lattice problems

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Why codes and lattices?

- Fundamental objects in mathematics and computer science.
- Computational problems on such objects are basis of post-quantum cryptography.

NIST

PROJECTS/PROGRAMS

Post-Quantum Cryptography

Summary

Post-Quantum Cryptography (PQC) - An area of cryptography that researches and advances the use of quantum-resistant primitives, with the goal of keeping existing public key infrastructure intact in a future era of quantum computing. Intended to be secure against both quantum and classical computers and deployable without drastic changes to existing communication protocols and networks.

What is a (linear) code?

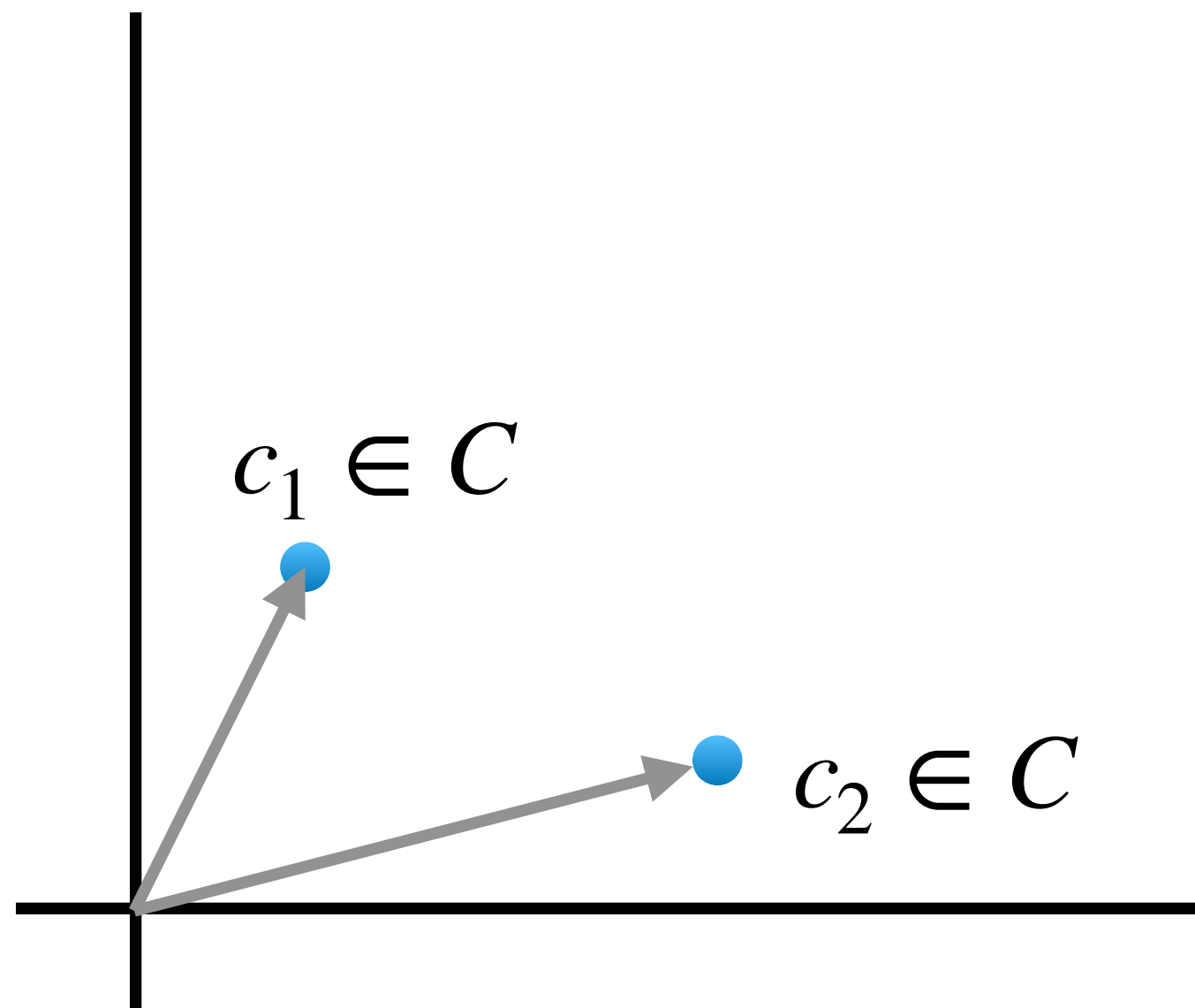
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There exists a **generator matrix** $G \in \mathbb{F}^{n \times k}$ such that $C = \{Gv : v \in \mathbb{F}_q^k\}$.

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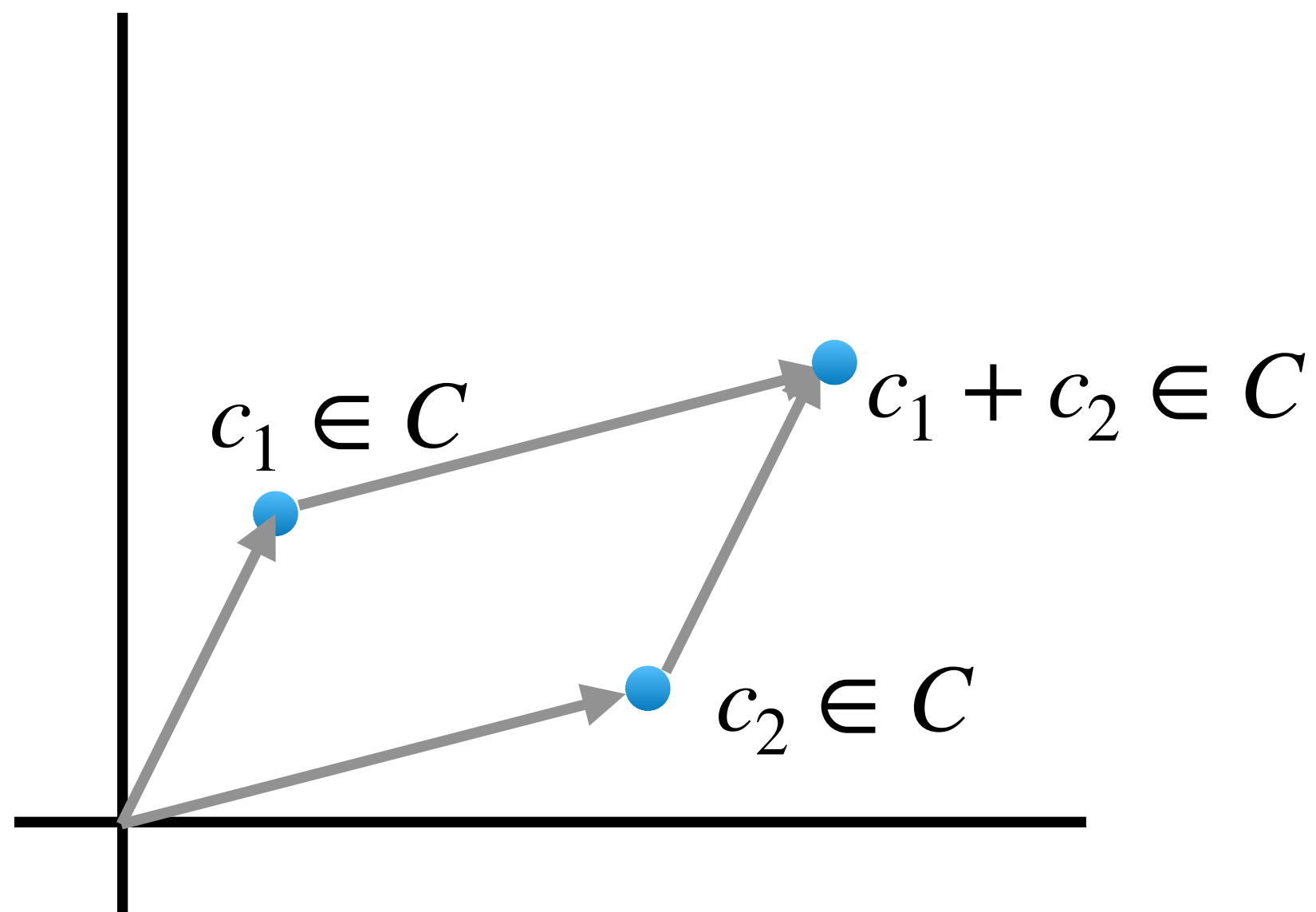
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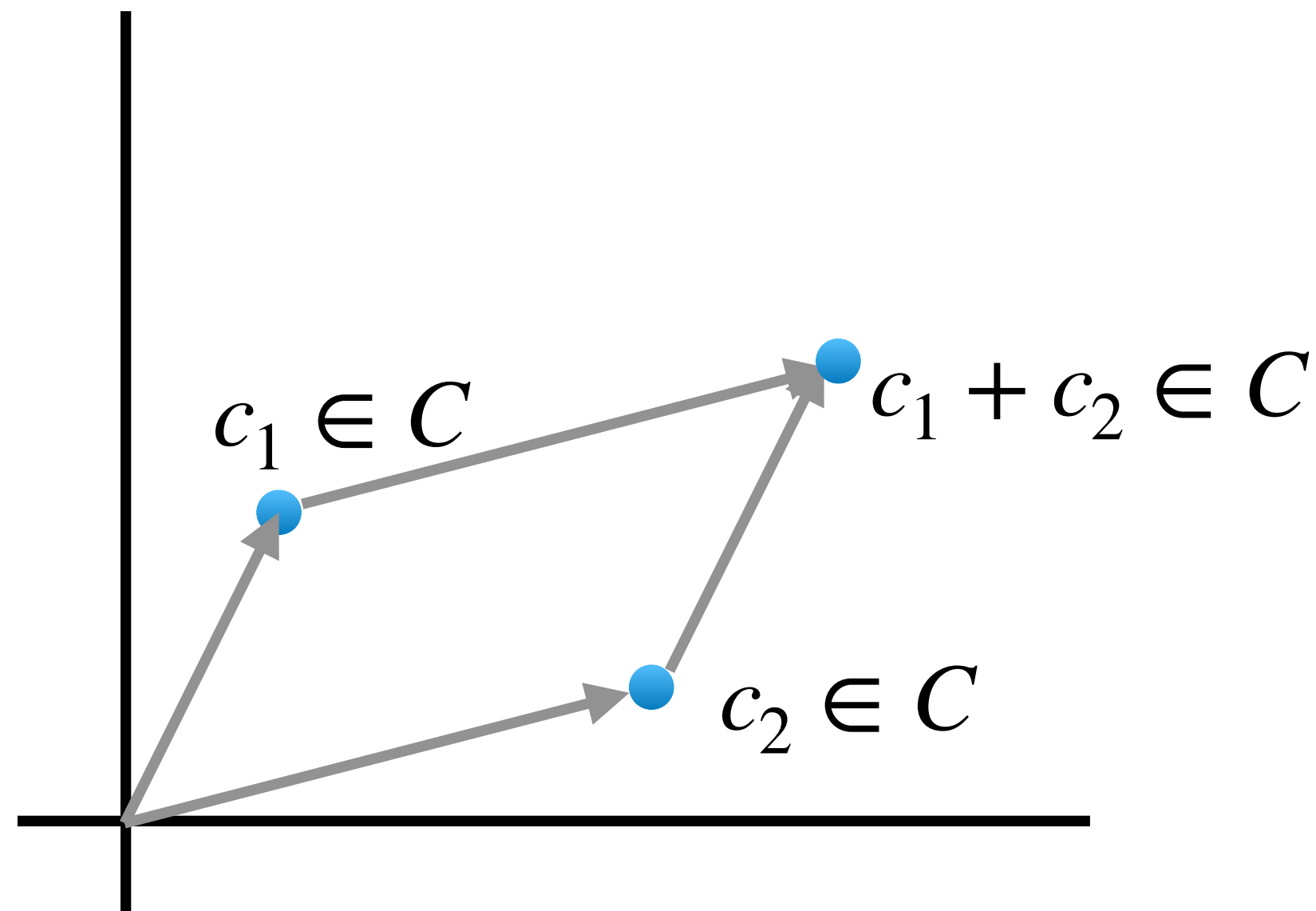
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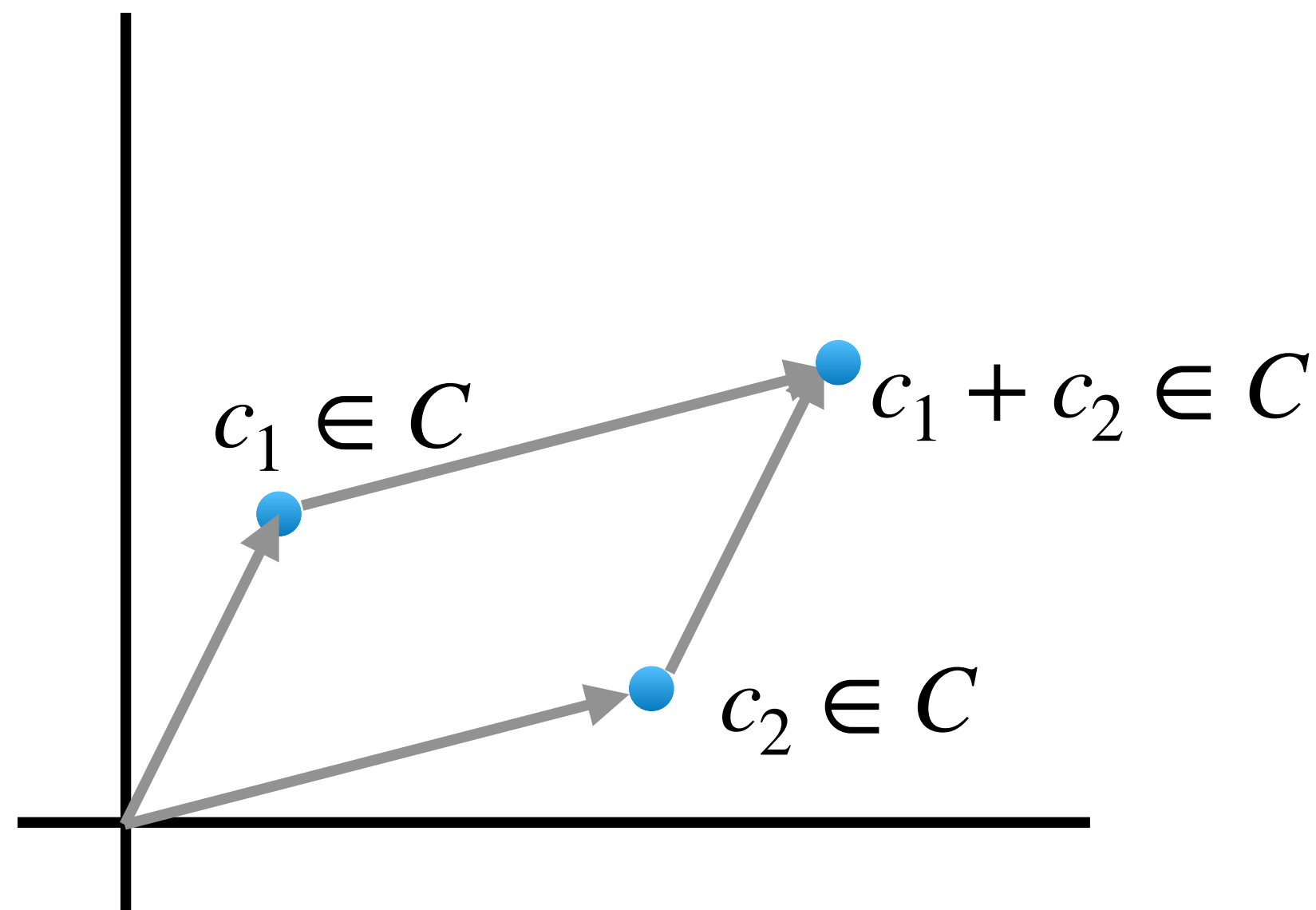


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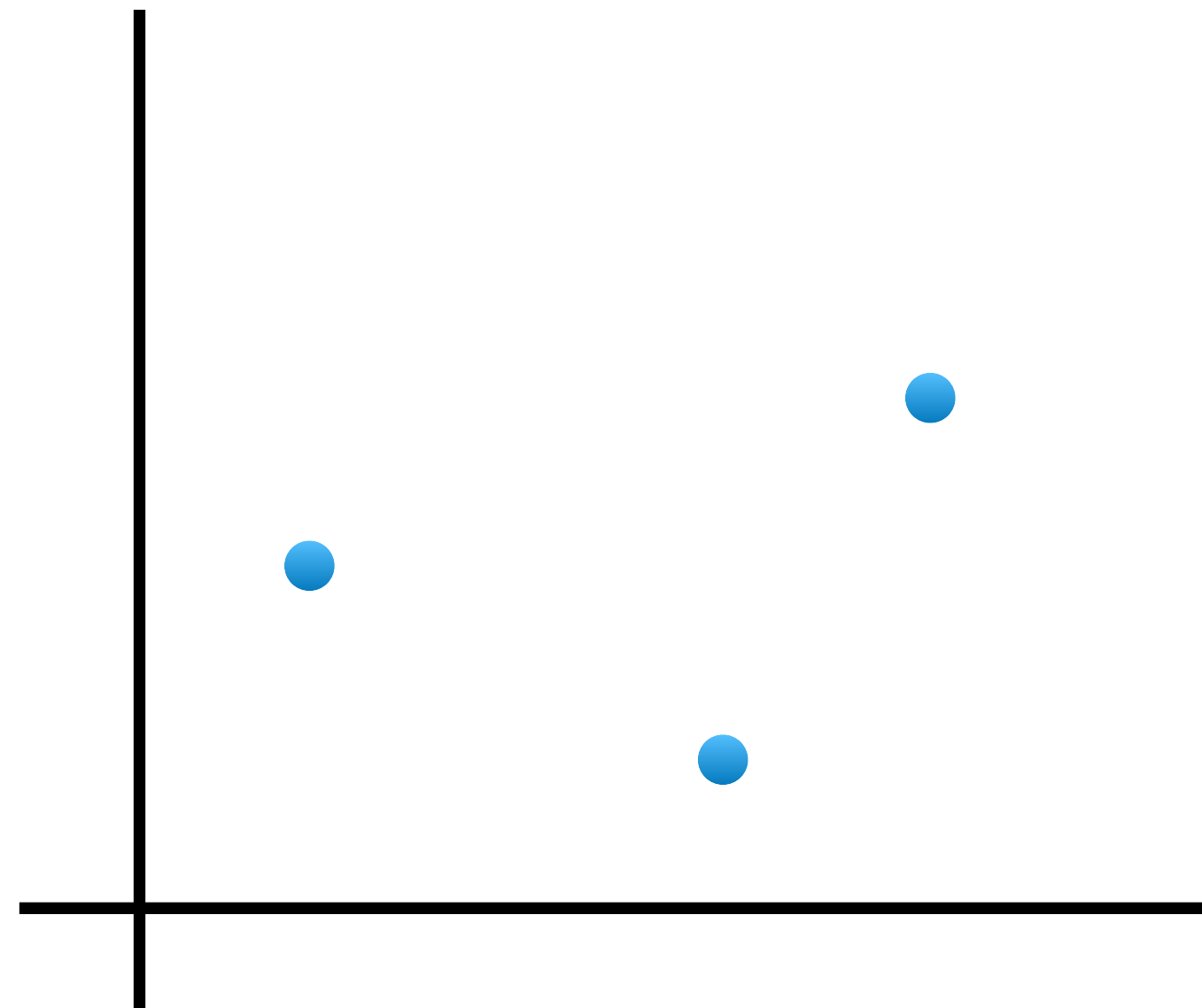
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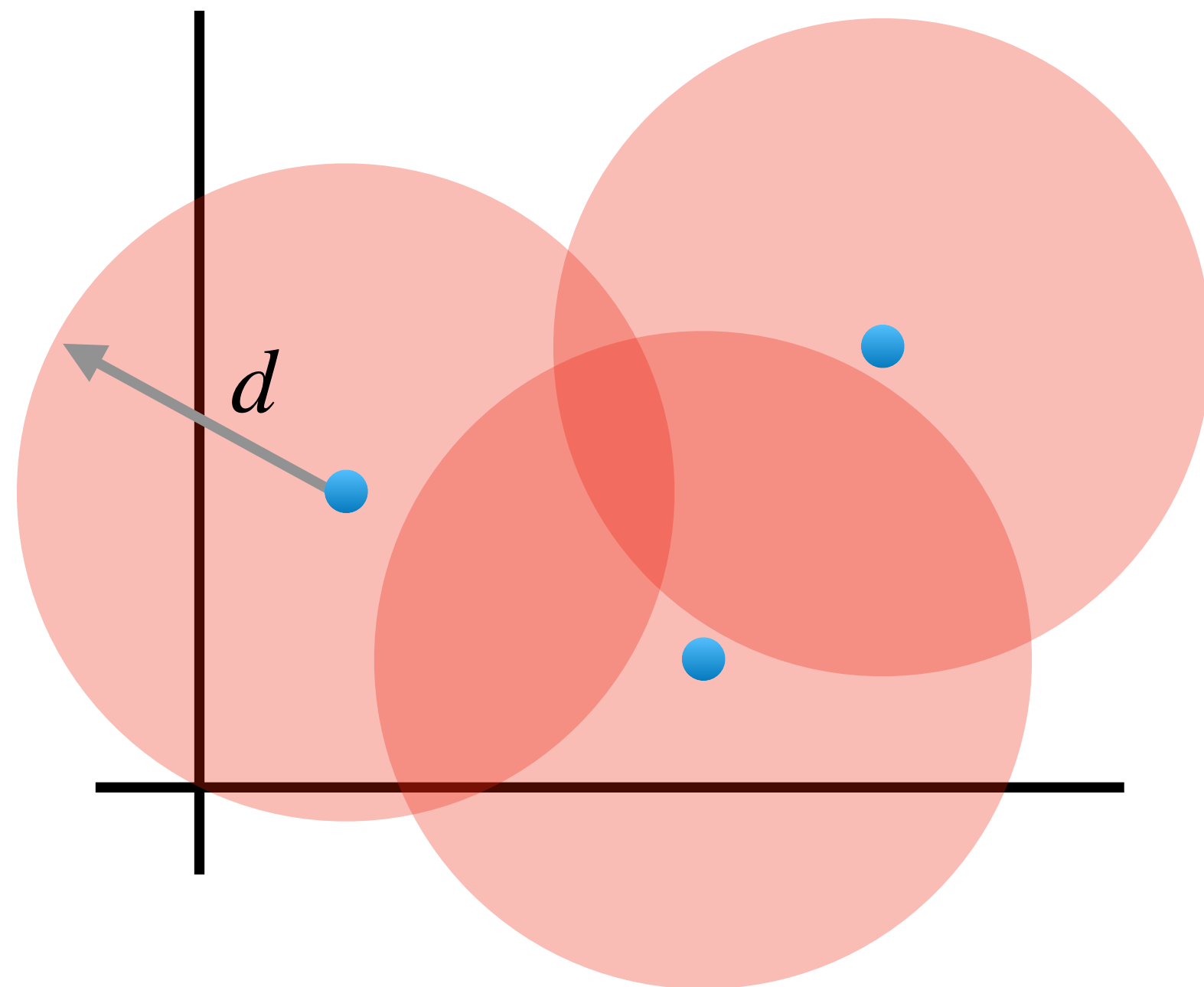


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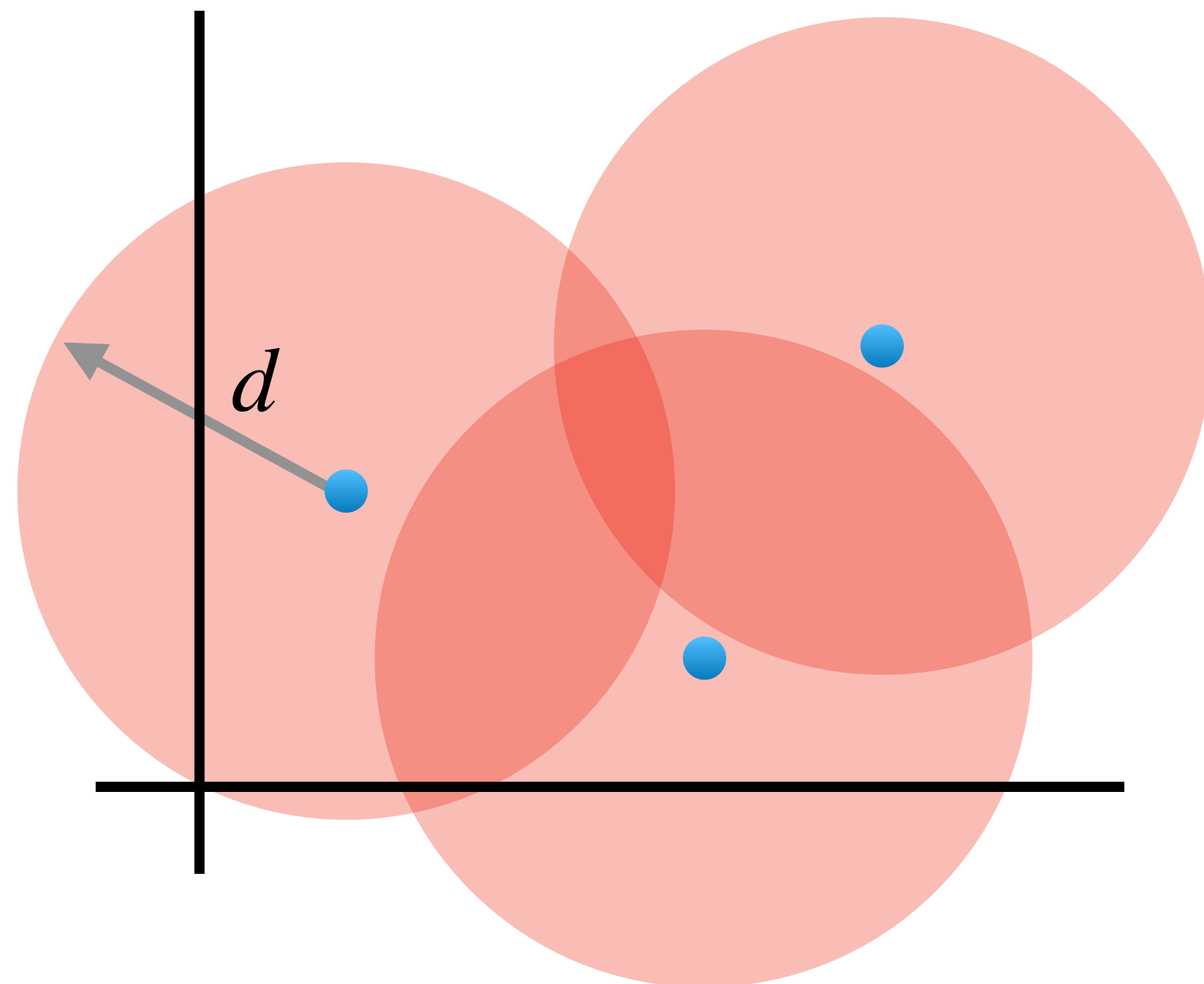
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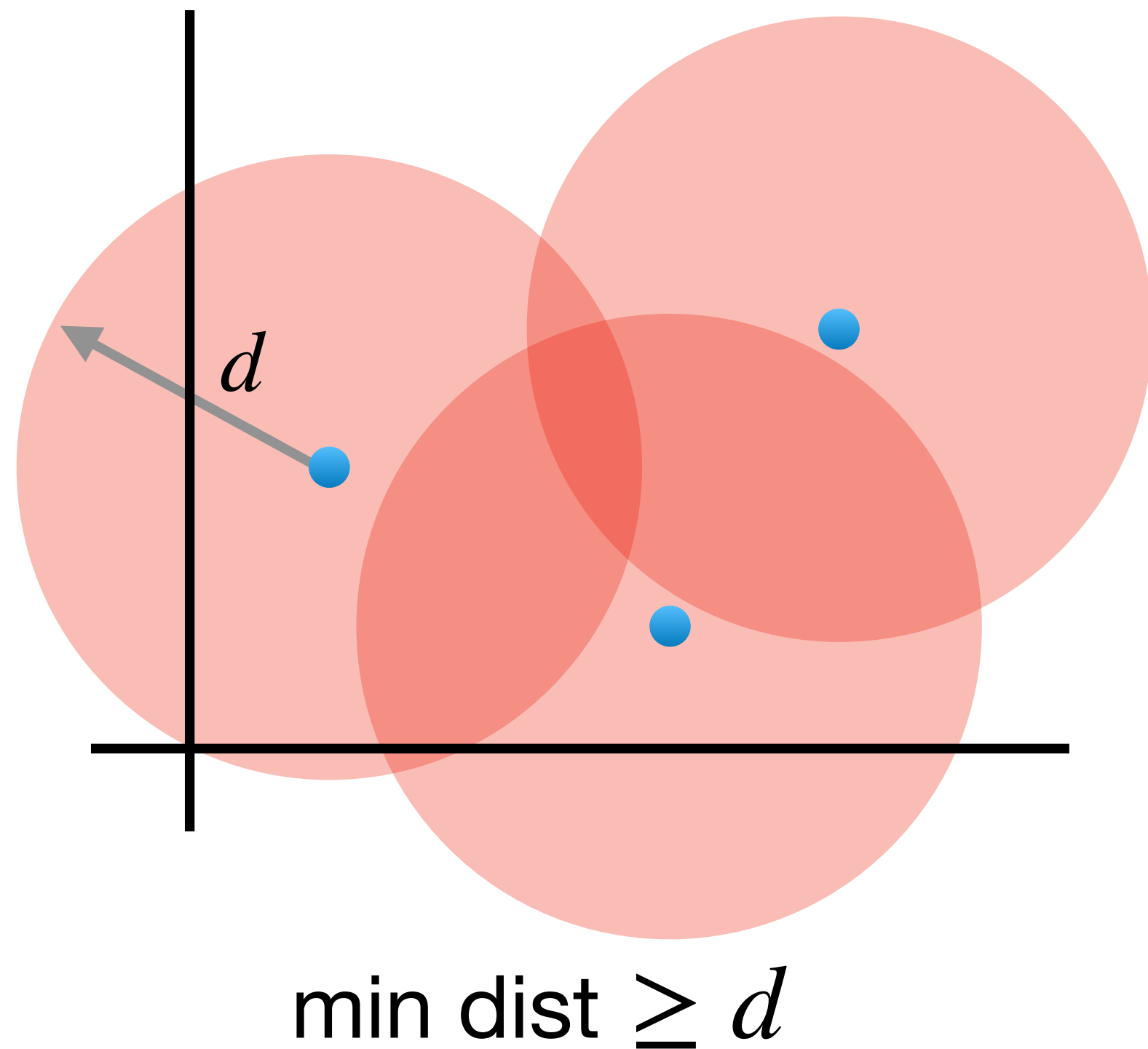
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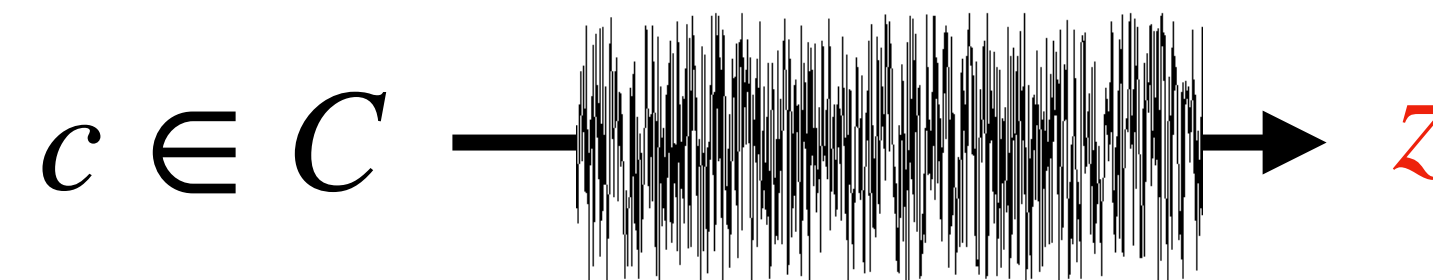
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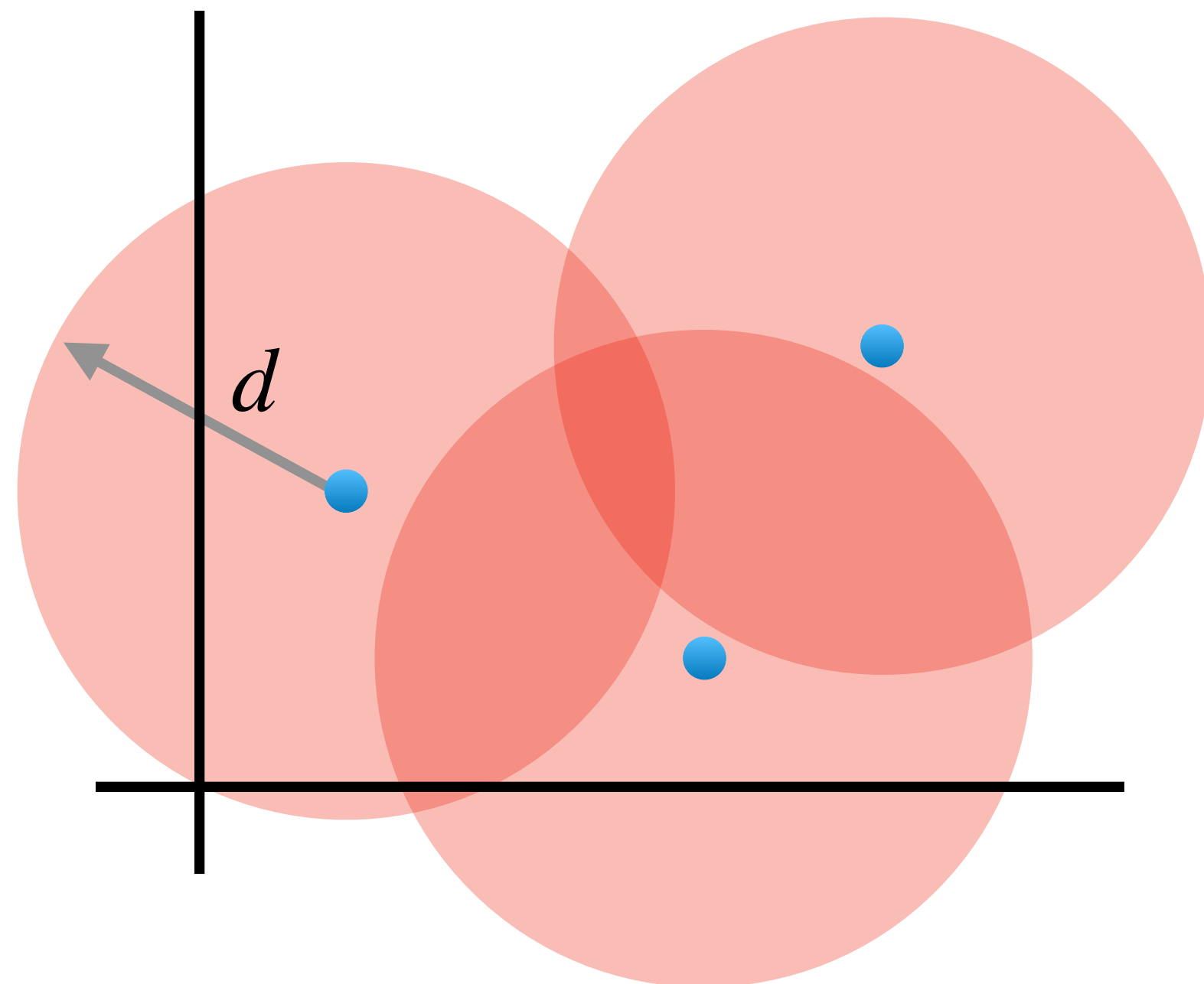


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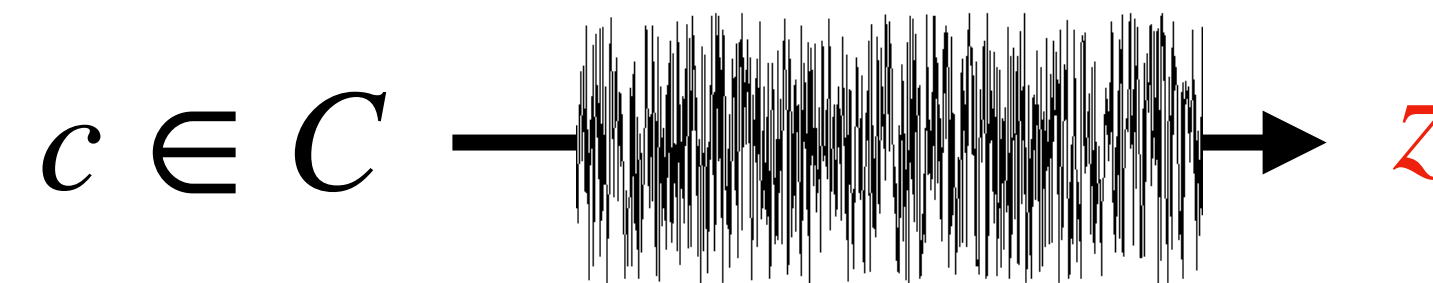
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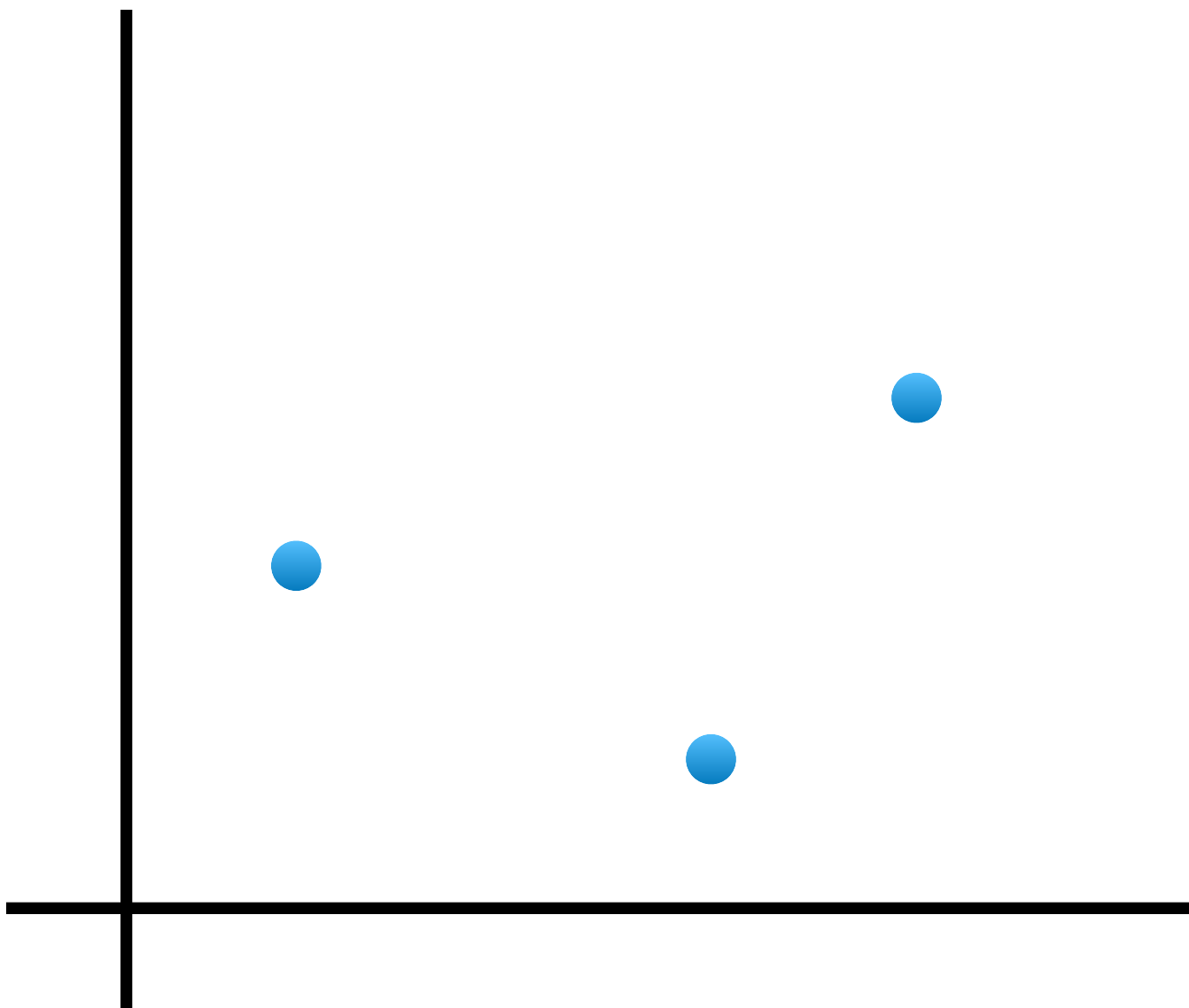
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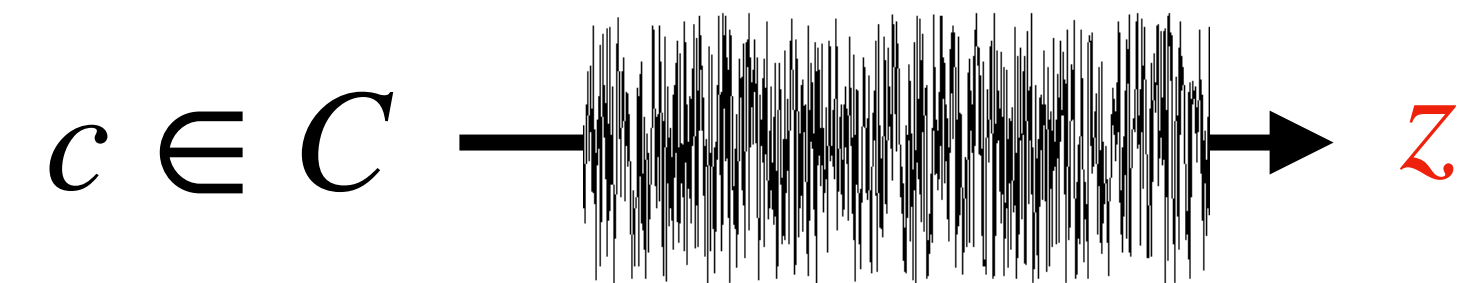
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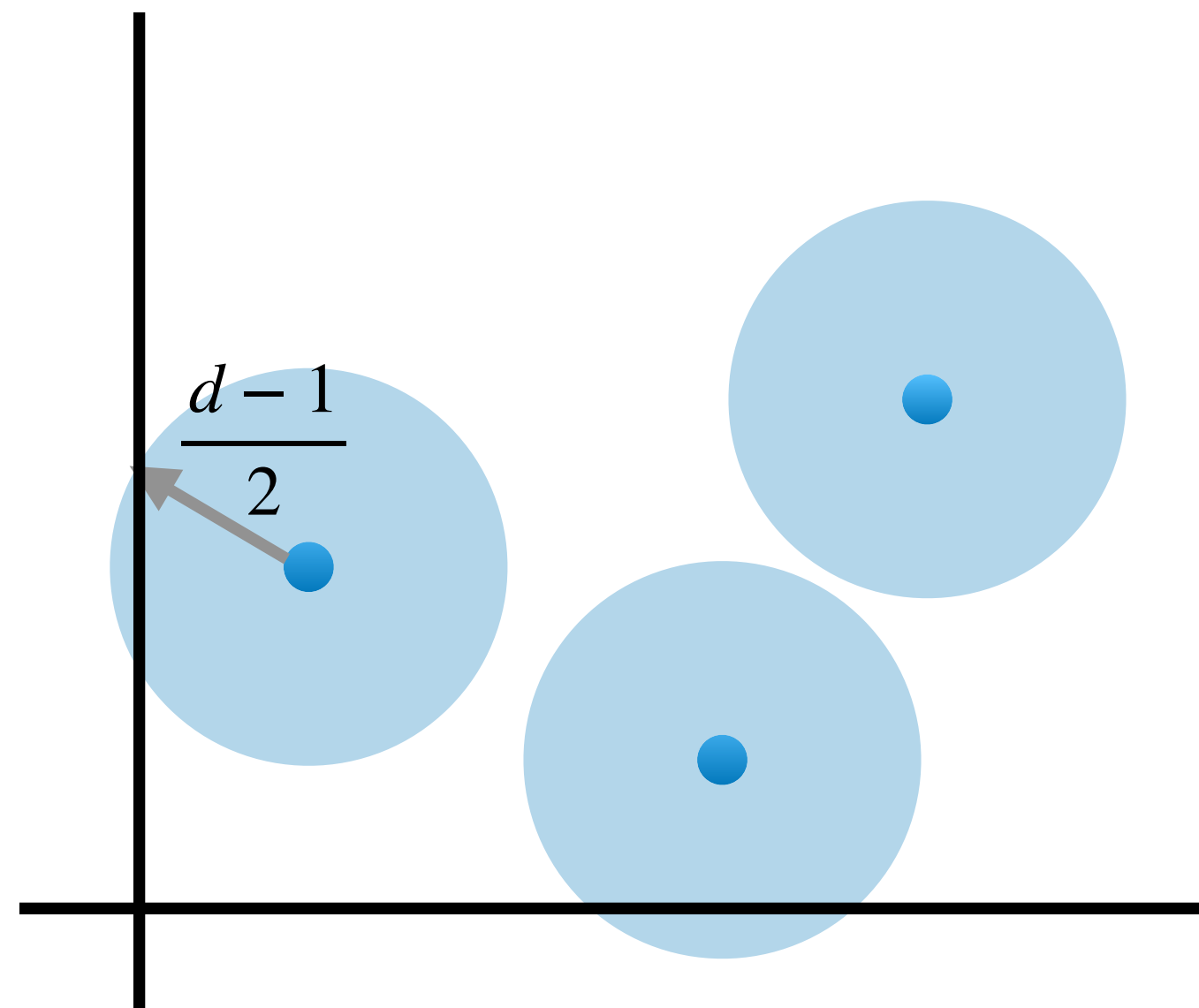
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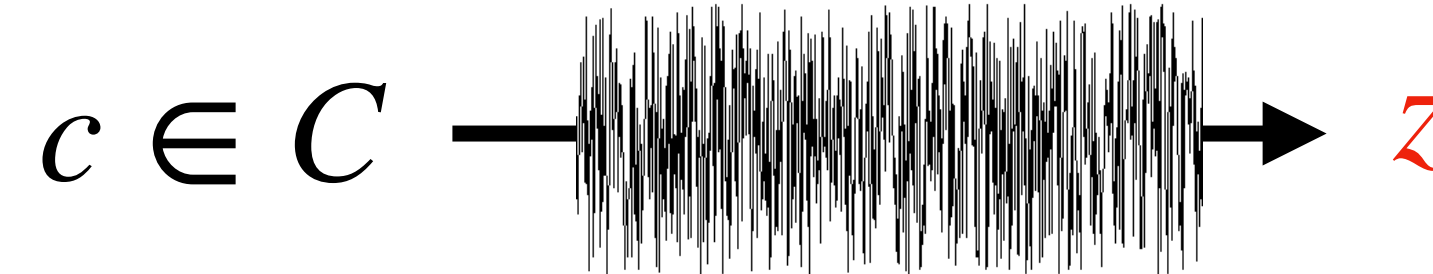
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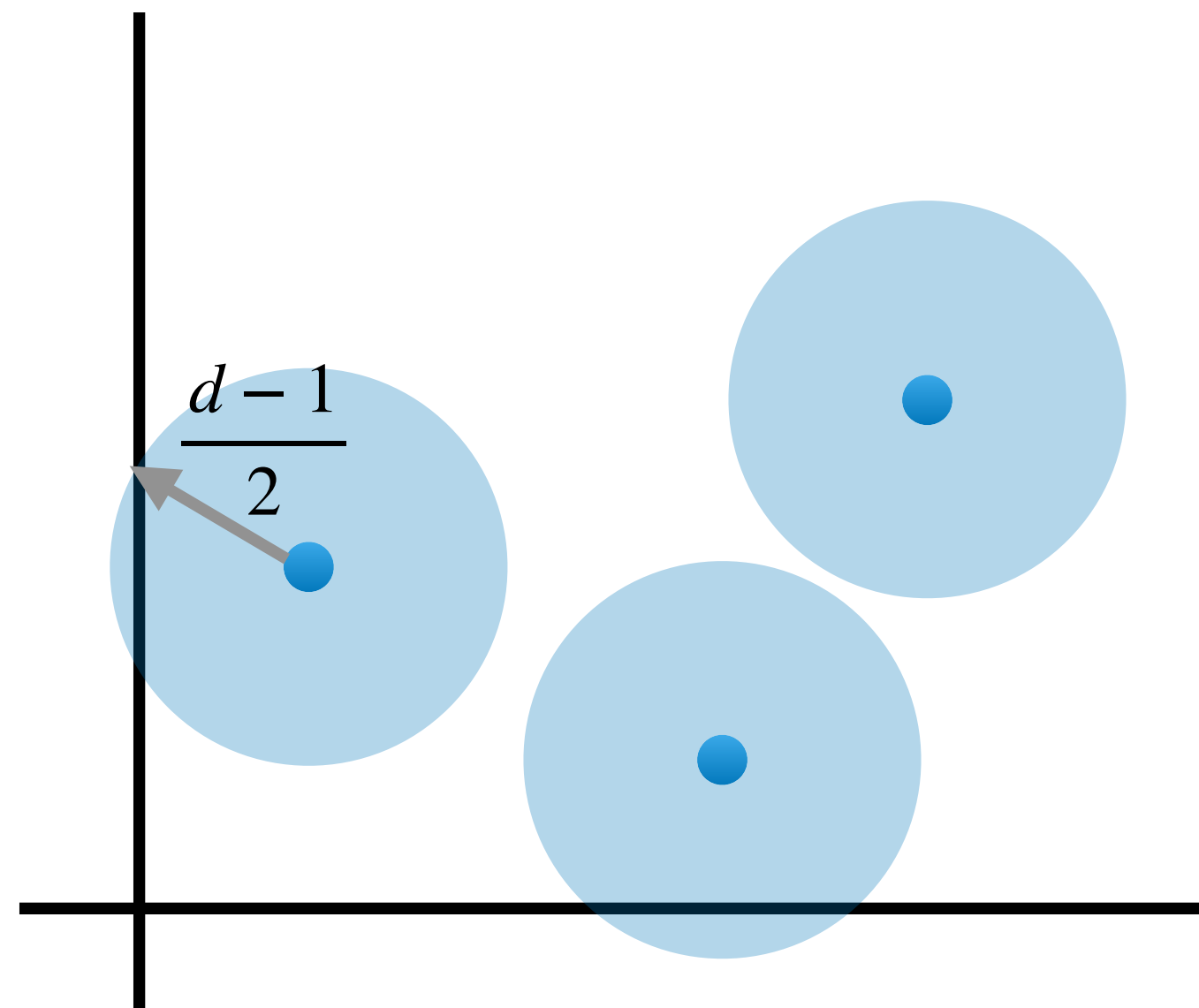
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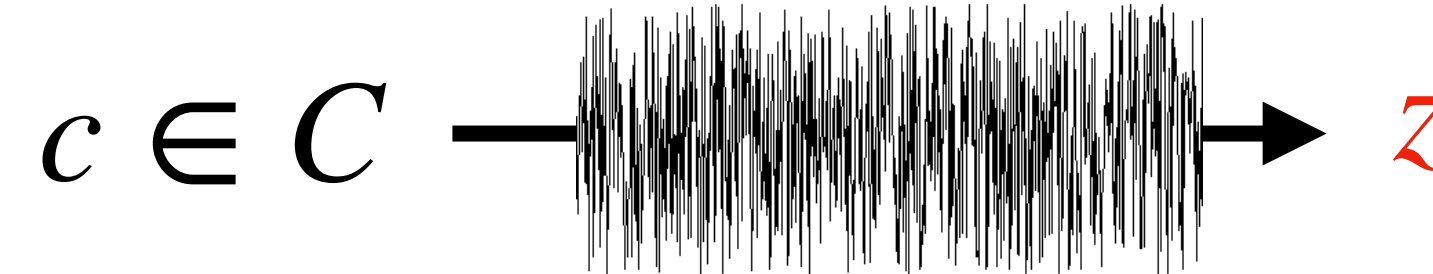
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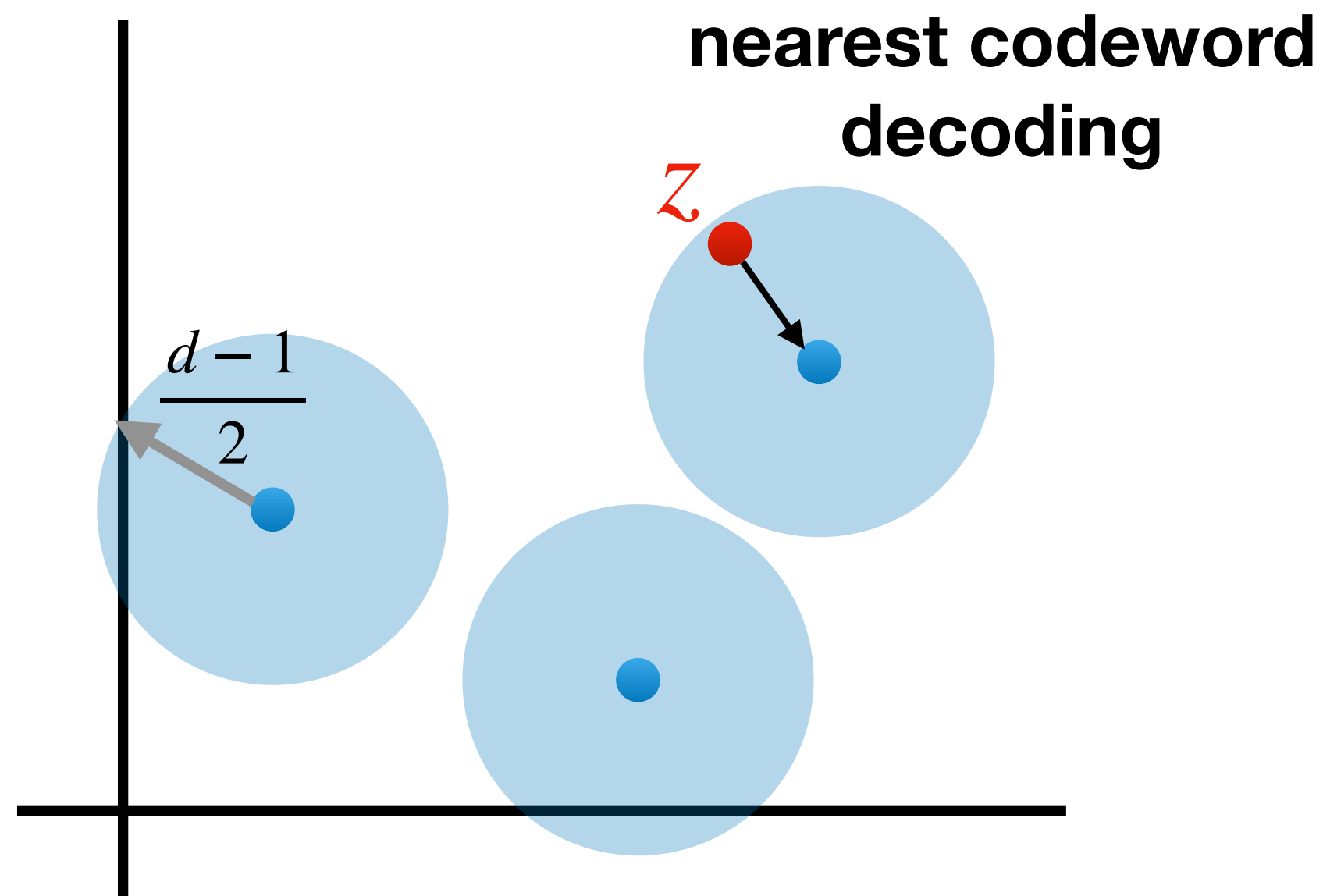
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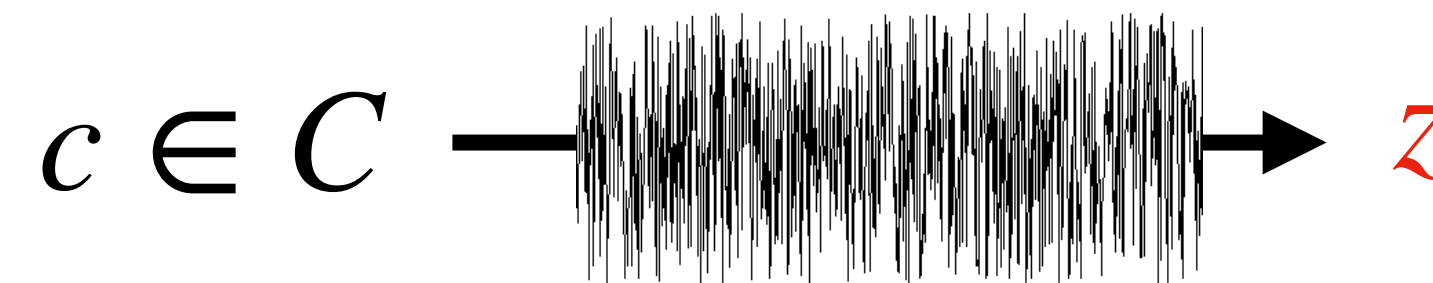
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Fundamental coding problems

Nearest Codeword Problem over \mathbb{F}_q (NCP $_q$)

Input: A generator matrix $G \in \mathbb{F}_q^{n \times k}$, a distance bound $d \geq 0$, and a target vector $t \in \mathbb{F}_q^n$

(YES) There is $c \in C(G)$ such that $\|c - t\|_0 \leq d$

(NO) For every $c \in C(G)$ it holds that $\|c - t\|_0 > d$

Fundamental coding problems

Minimum Distance Problem over \mathbb{F}_q (MDP_q)

Input: A generator matrix $G \in \mathbb{F}_q^{n \times k}$ and a distance bound $d \geq 0$

(YES) There is $c \in C(G)$ such that $\|c\|_0 \leq d$ ($\iff C$ has minimum distance $\leq d$)

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MDP_q is NCP_q with target $t = 0$

What is a lattice?

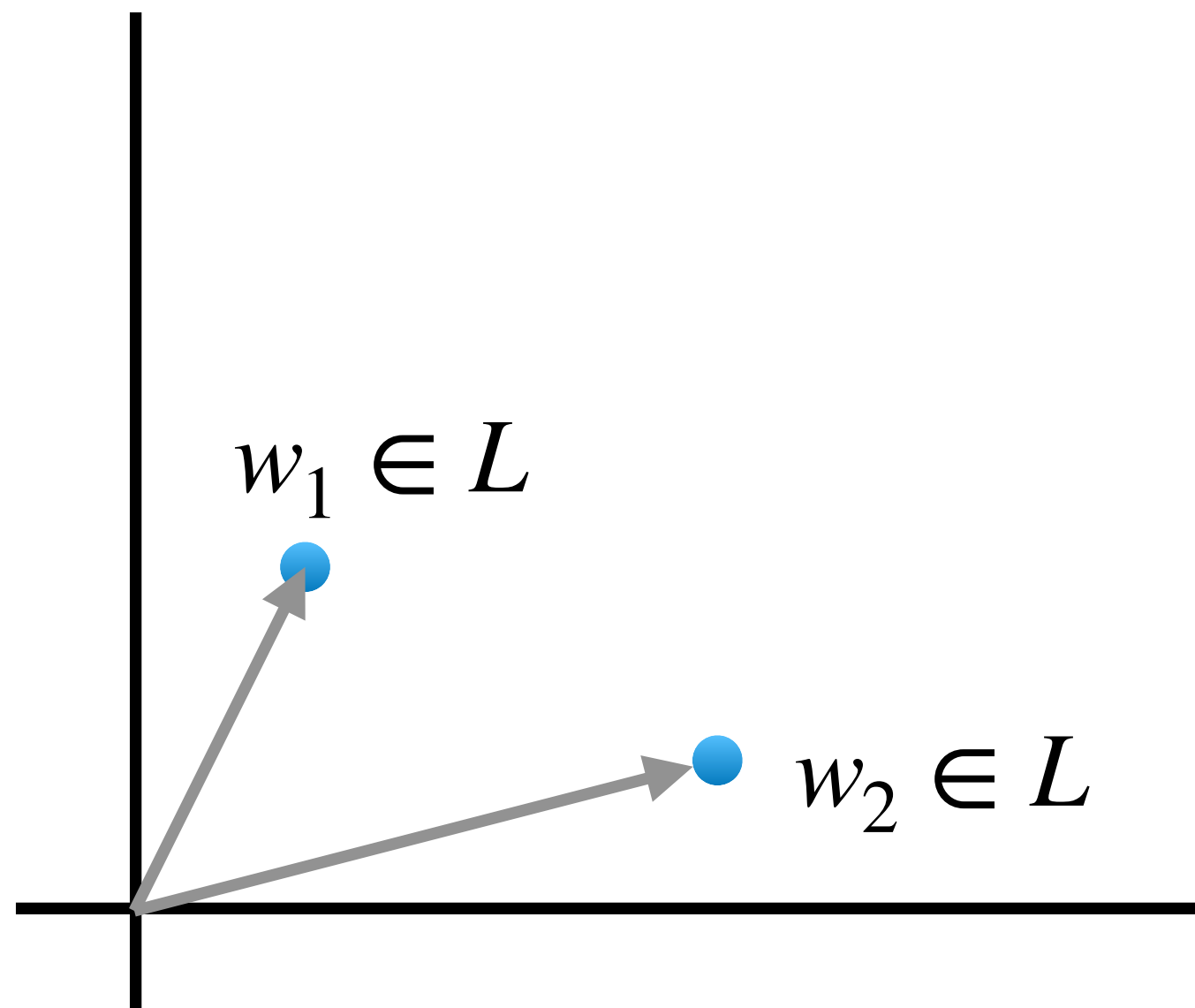
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There exists a **basis** $B \in \mathbb{R}^{n \times k}$ such that $L = \{Bv : v \in \mathbb{Z}^k\}$.

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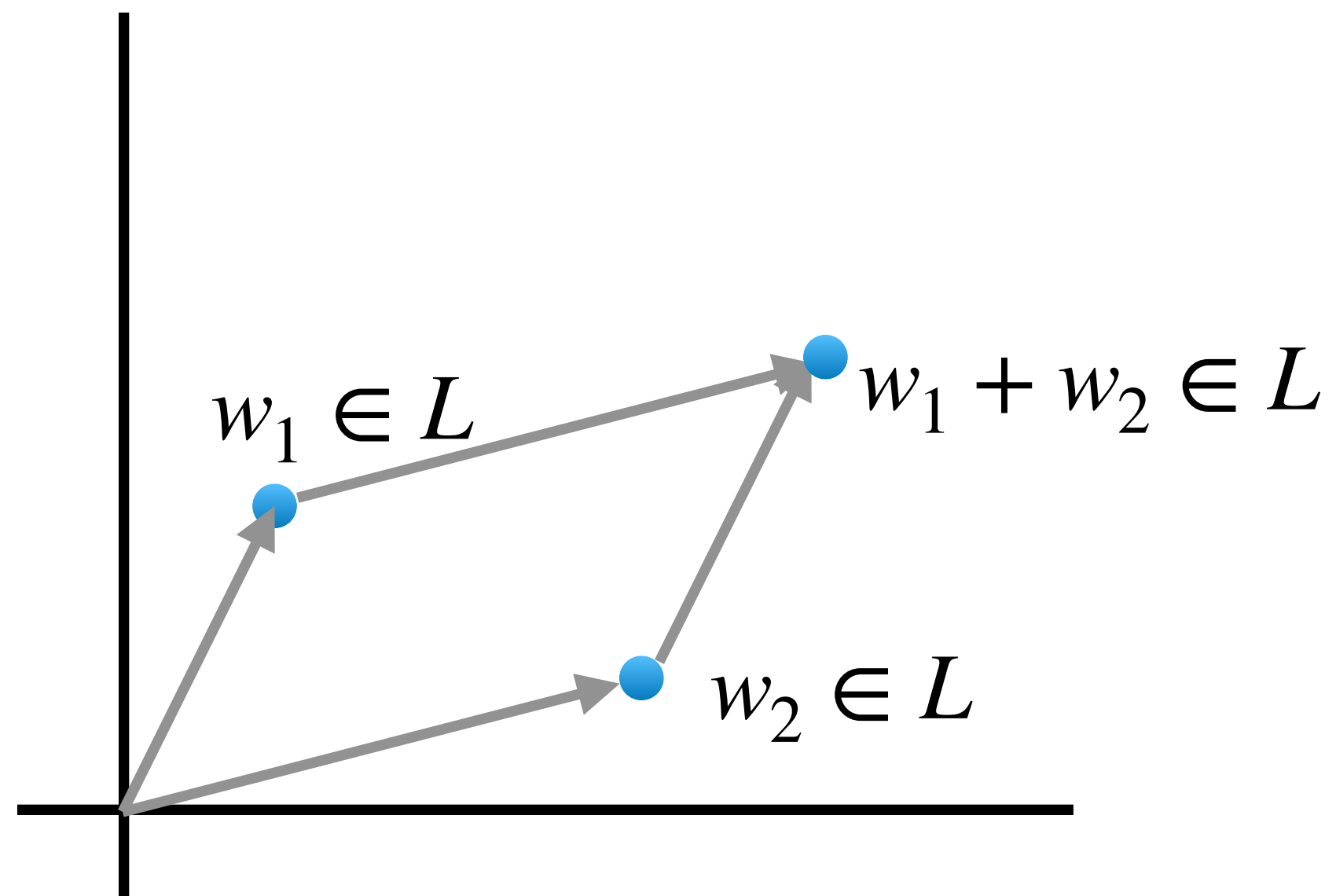
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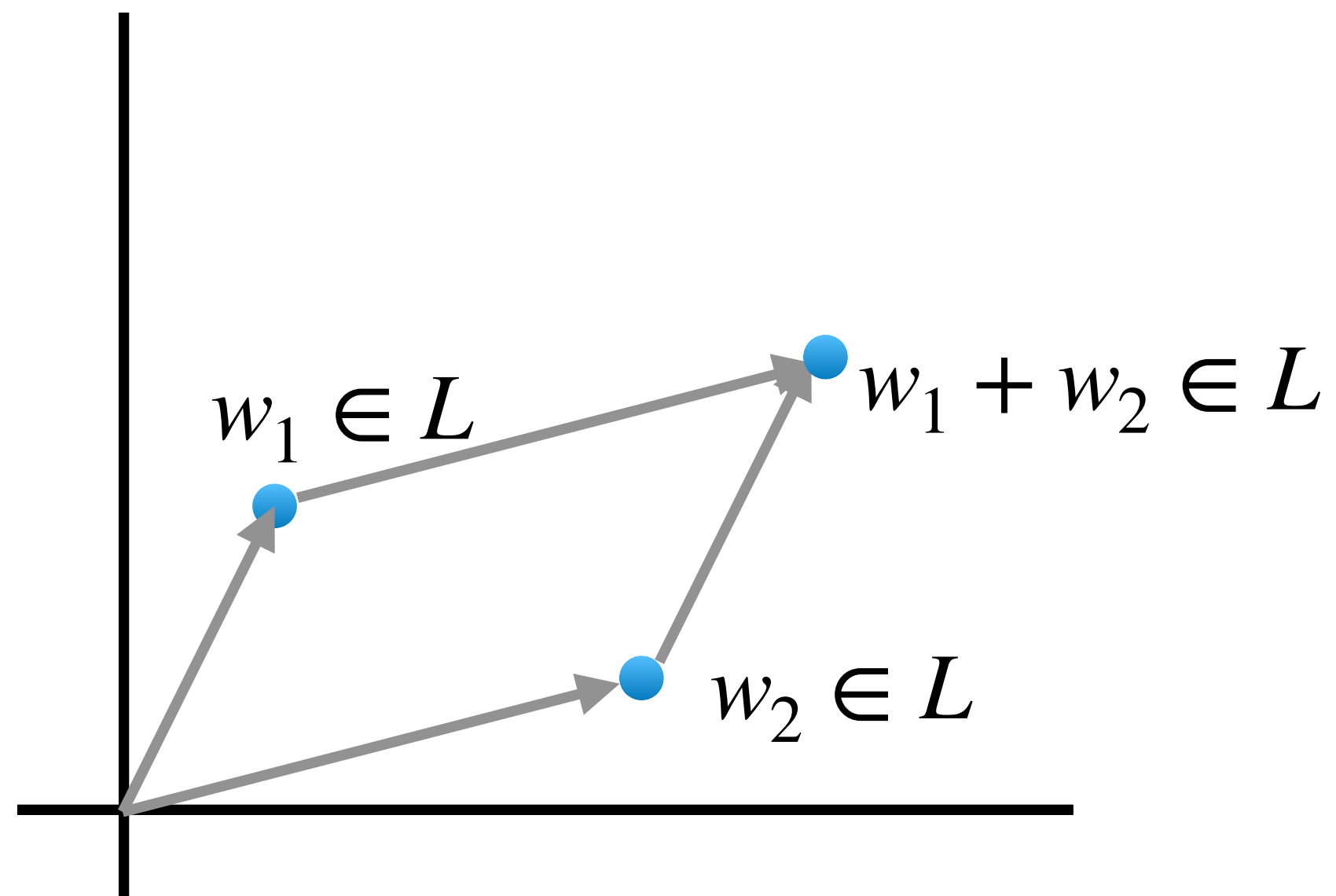
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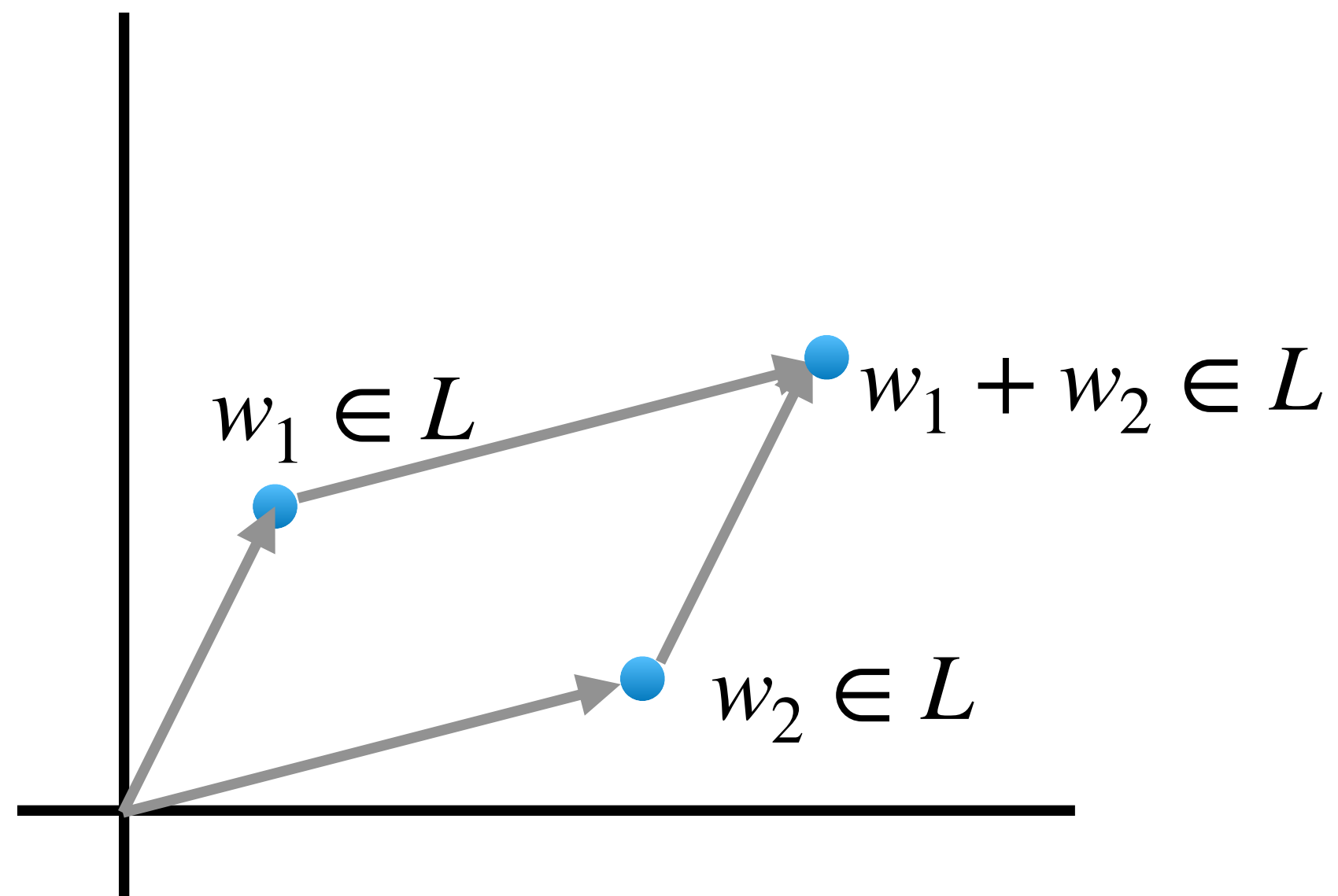


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“Minimum distance” of L :

$$\min_{v \in L \setminus \{0\}} \|v\|_p$$

Fundamental lattice problems

Closest Vector Problem in the ℓ_p norm (CVP _{p})

Input: A basis $B \in \mathbb{Z}^{n \times k}$, a distance bound $d \geq 0$, and a target vector $t \in \mathbb{Z}^n$

(YES) There is $v \in L(B)$ such that $\|v - t\|_p \leq d$

(NO) For every $v \in L(B)$ it holds that $\|v - t\|_p > d$

Fundamental lattice problems

Shortest Vector Problem in the ℓ_p norm (SVP_p)

Input: A basis $B \in \mathbb{Z}^{n \times k}$ and a distance bound $d \geq 0$

(YES) There is $v \in L(B)$ such that $\|v\|_p \leq d$

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SVP_p is CVP_p with target $t = 0$

How hard are all these problems?

Pretty hard!

All NP-hard:

- NCP: Berlekamp, McEliece, van Tilborg '78
- MDP: Vardy '97
- CVP: van Emde Boas '81 ($p = 2$)
- SVP: Ajtai '98 ($p = 2$)

What if we only want approximate solutions?

For example, γ -approximate SVP_p for approximation factor $\gamma \geq 1$:

Input: A basis $B \in \mathbb{Z}^{n \times k}$ and a distance bound d

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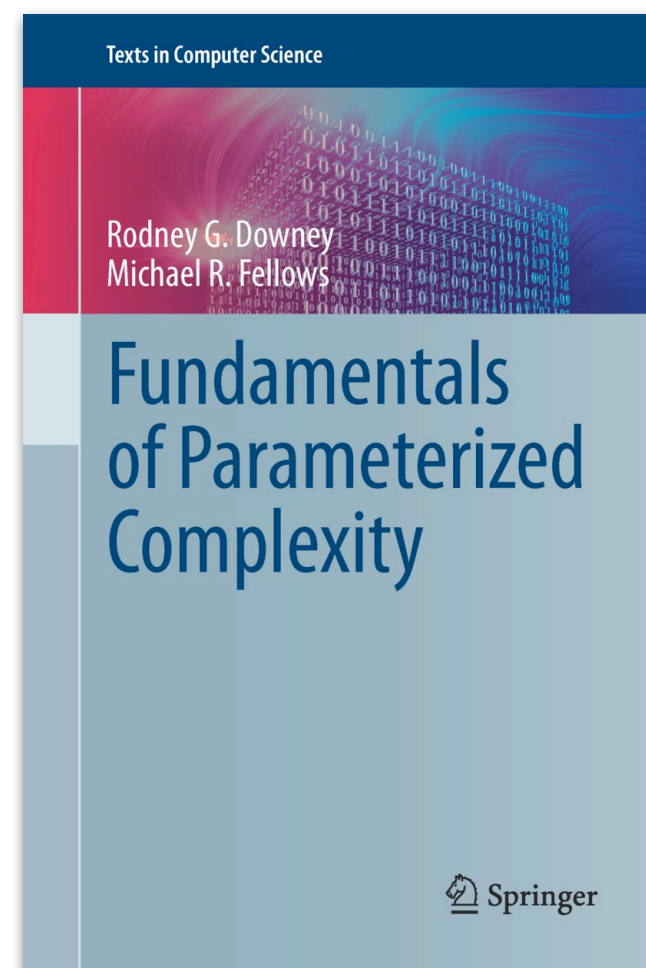
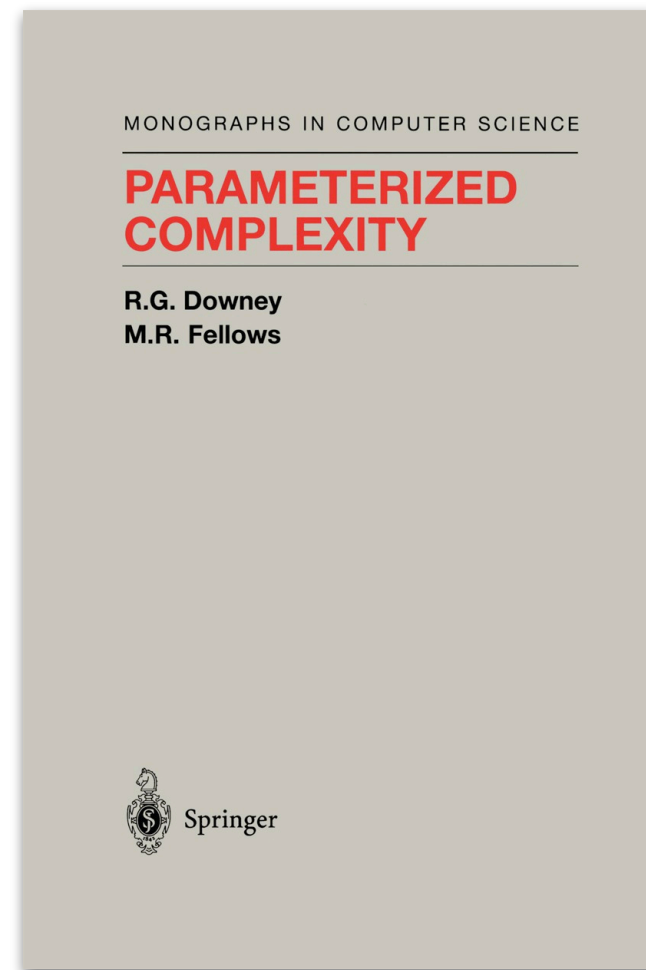
Still pretty hard!

All **NP-hard** for arbitrary constant approximation factor γ (and beyond):

- NCP: Håstad '01
- MDP: Dumer, Micciancio, Sudan '03
- CVP/SVP: Micciancio '00; Khot '05; Haviv, Regev '12 ($p \geq 1$)

Parameterized complexity

Problem Π is NP-hard. Does this mean that “real-world” instances of Π are computationally intractable? **Not necessarily...**



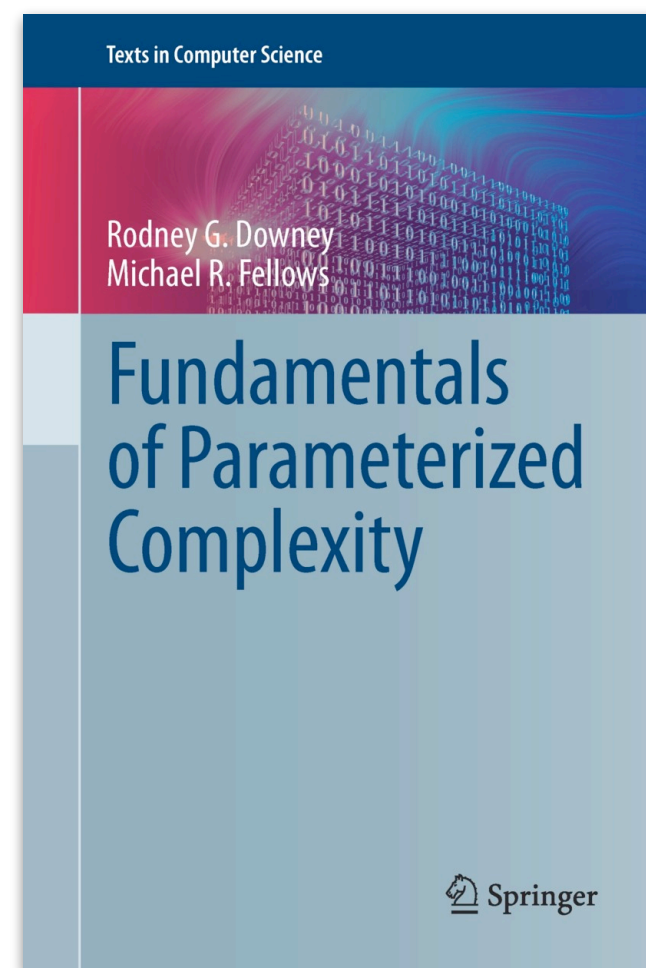
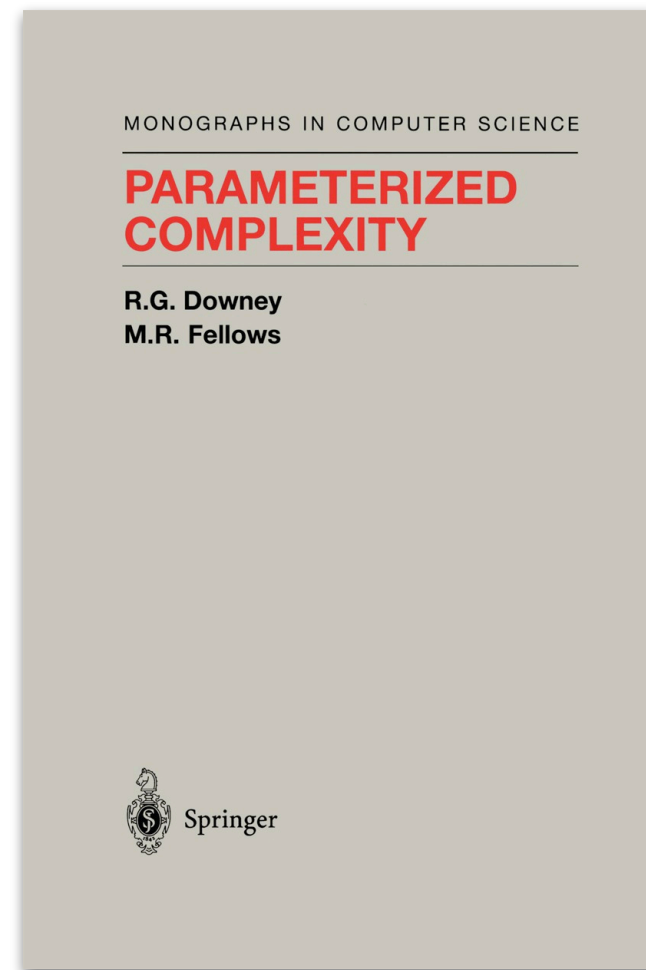
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YES if G has vertex cover of size $\leq k$, **NO** otherwise.



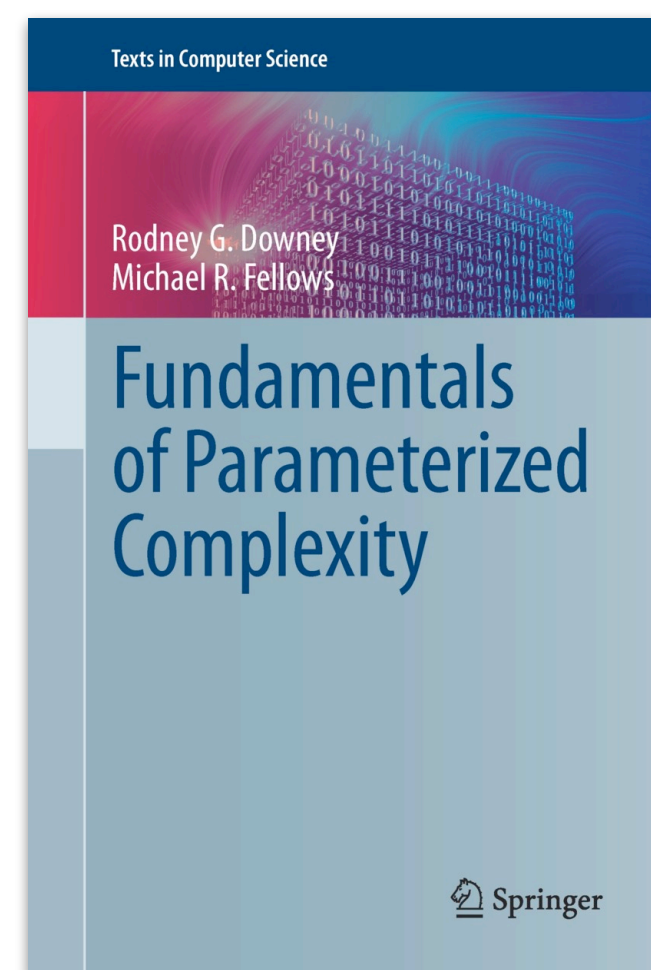
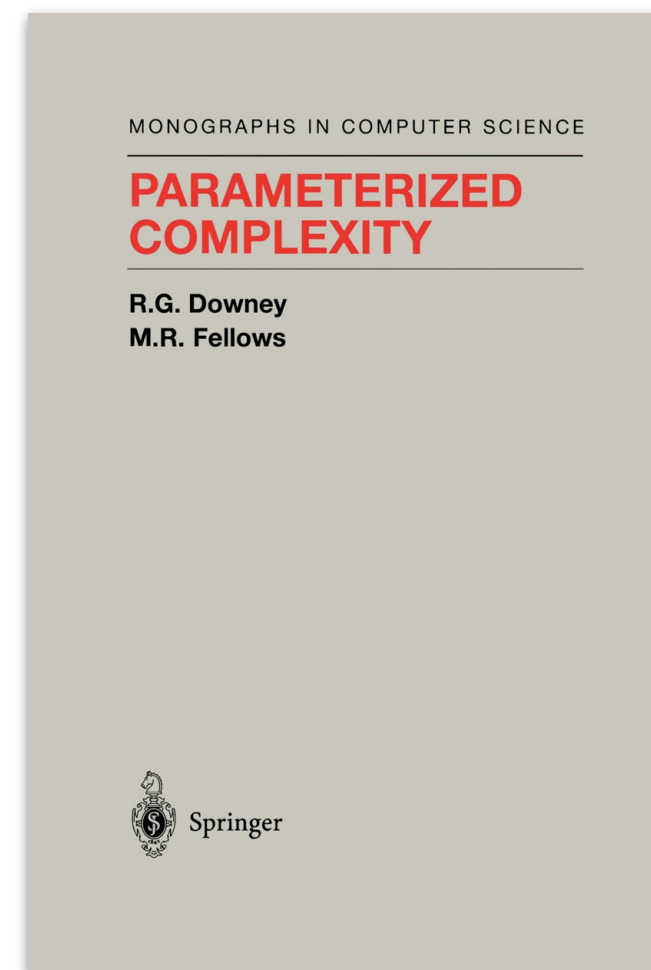
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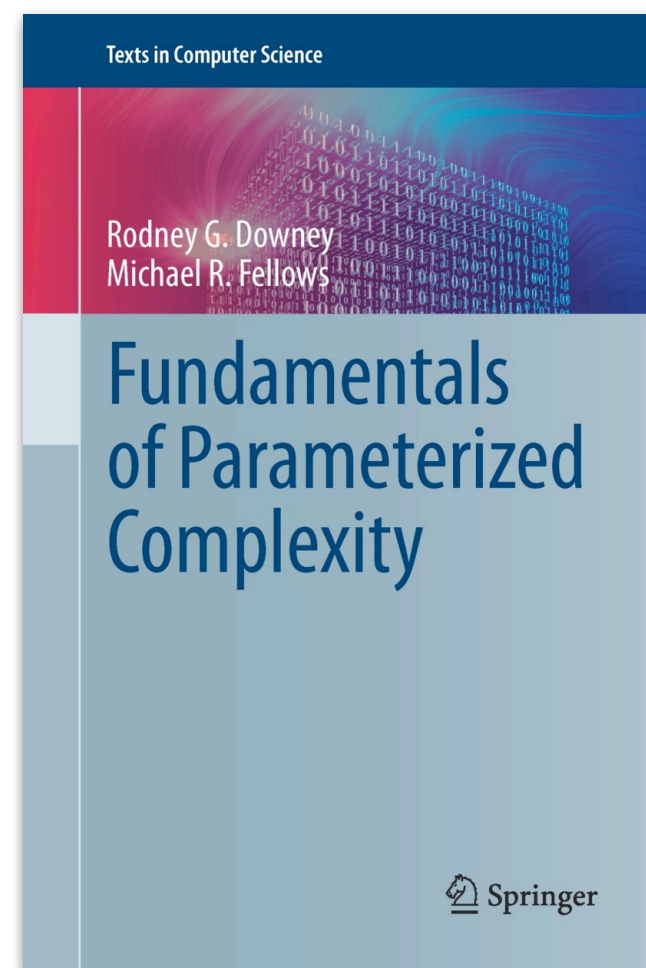
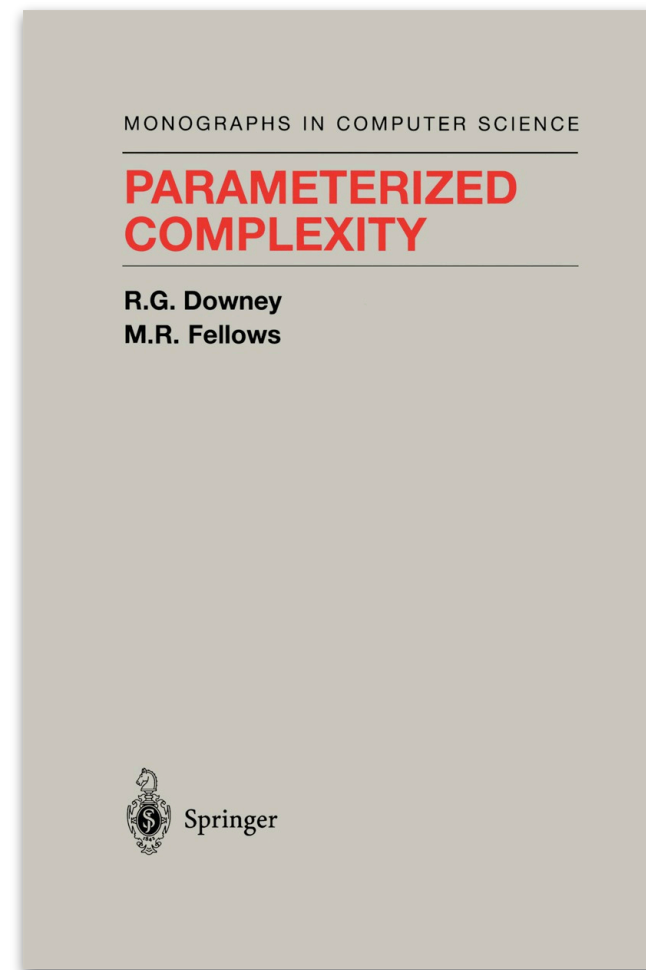
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⇒ Practical algo for Vertex Cover instances with small k !



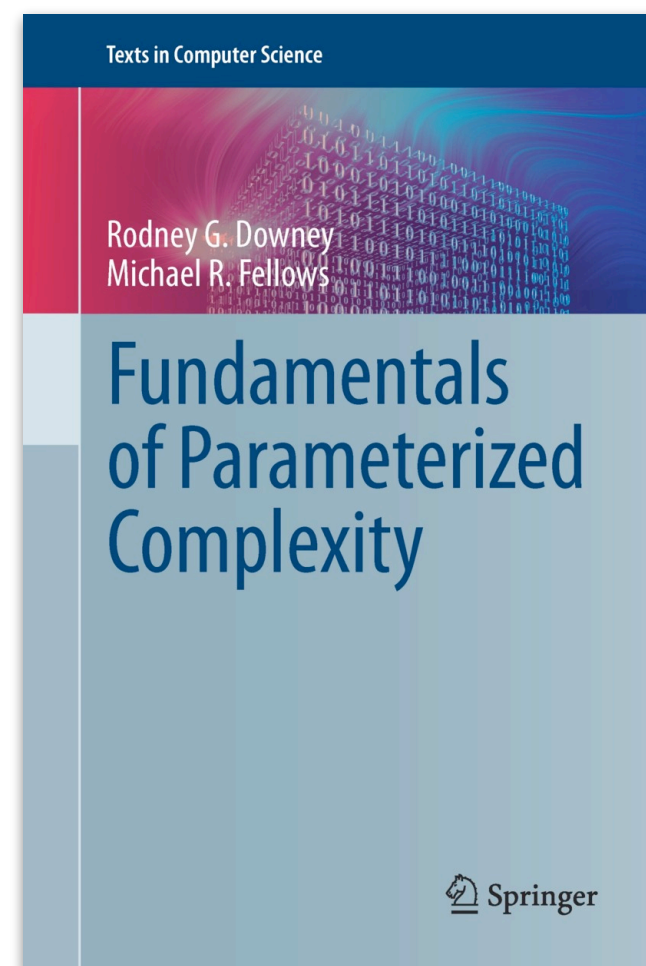
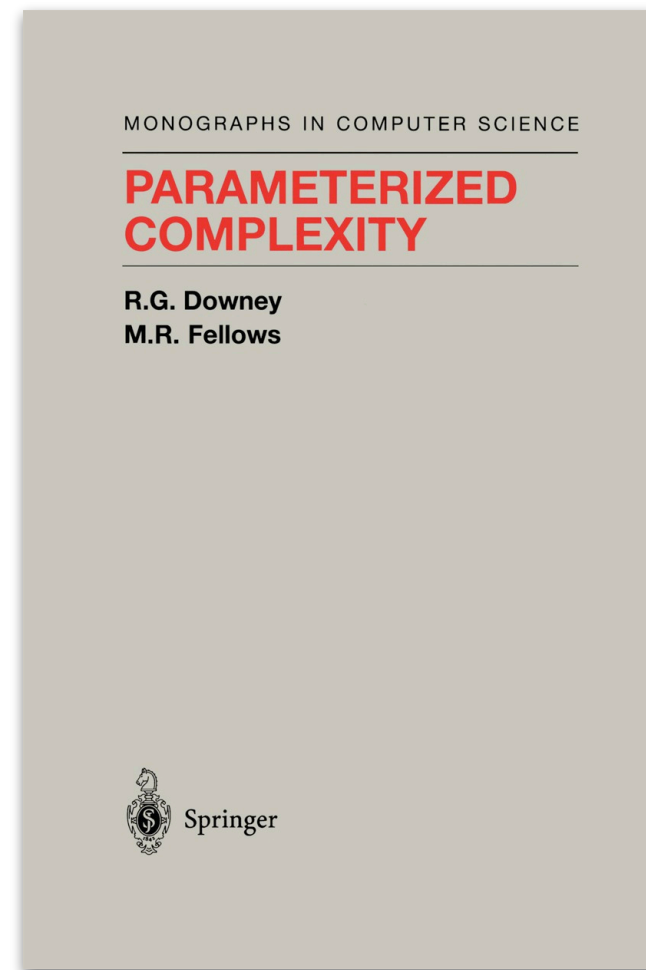
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See input to problem Π as (x, k) , where k is the **parameter of interest**.

A problem Π parameterized by k is **Fixed-Parameter Tractable (FPT)** if there is an associated algorithm running in time

$$f(k) \cdot |x|^{O(1)}$$

for **some** function f .



Parameterized complexity

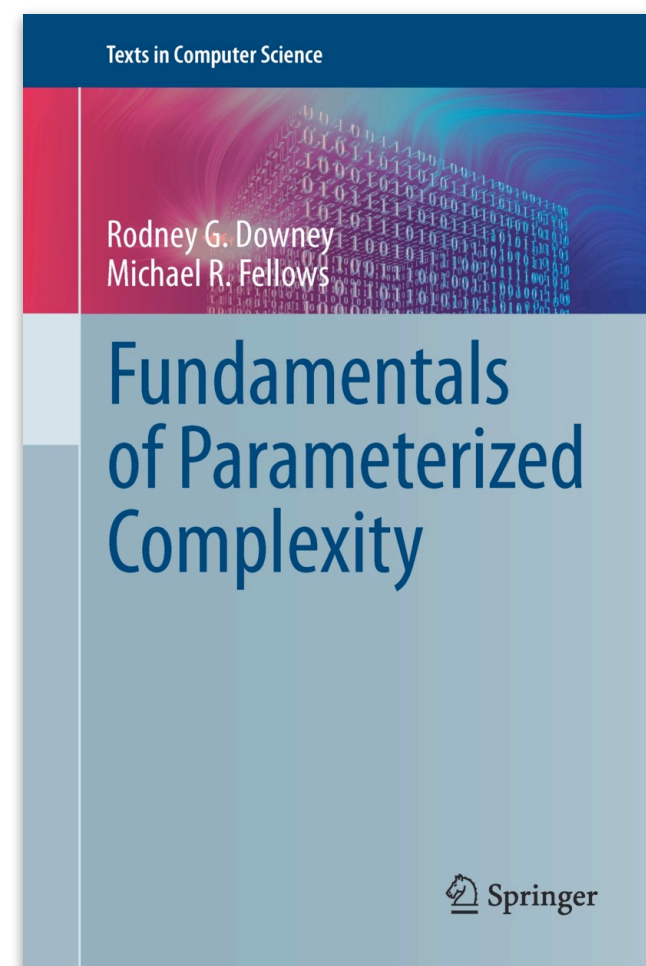
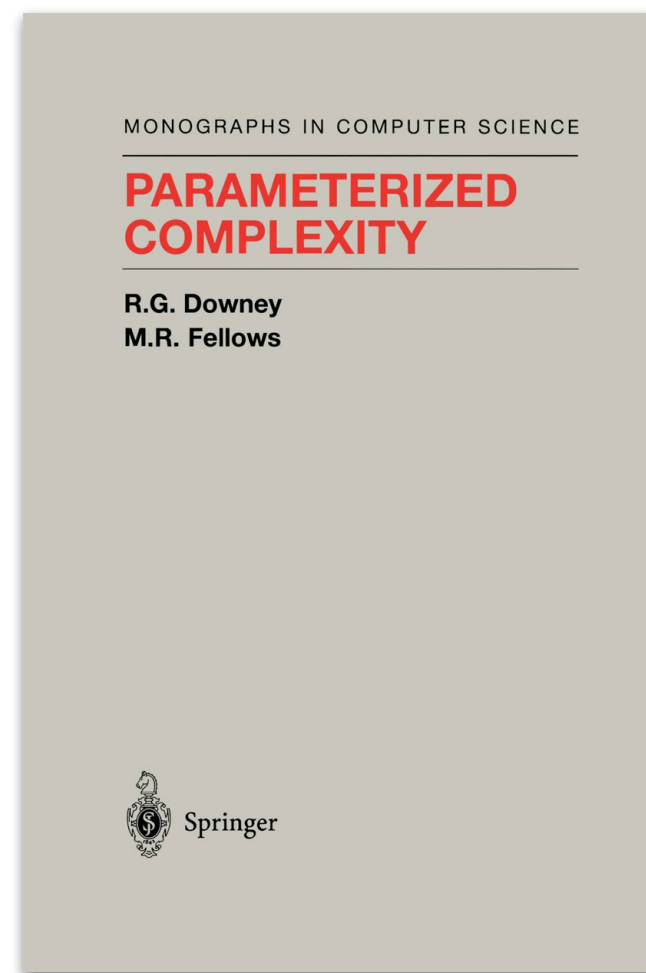
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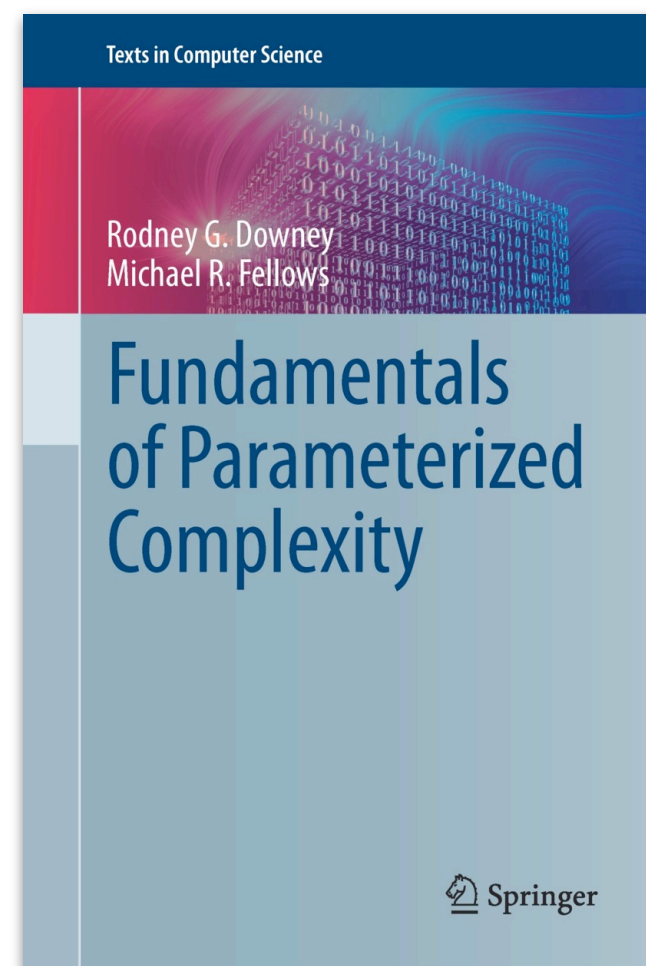
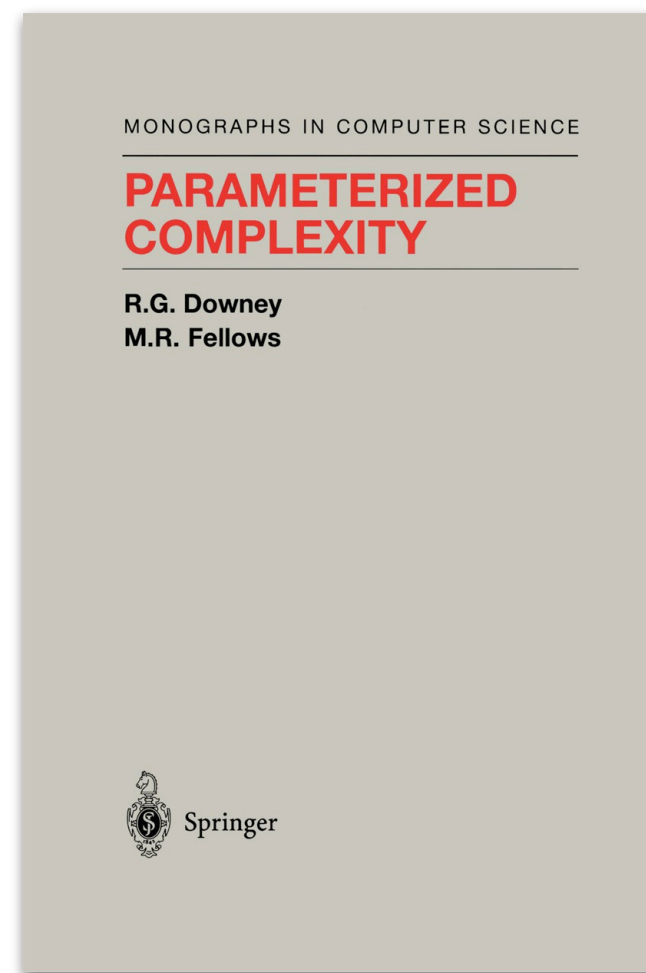
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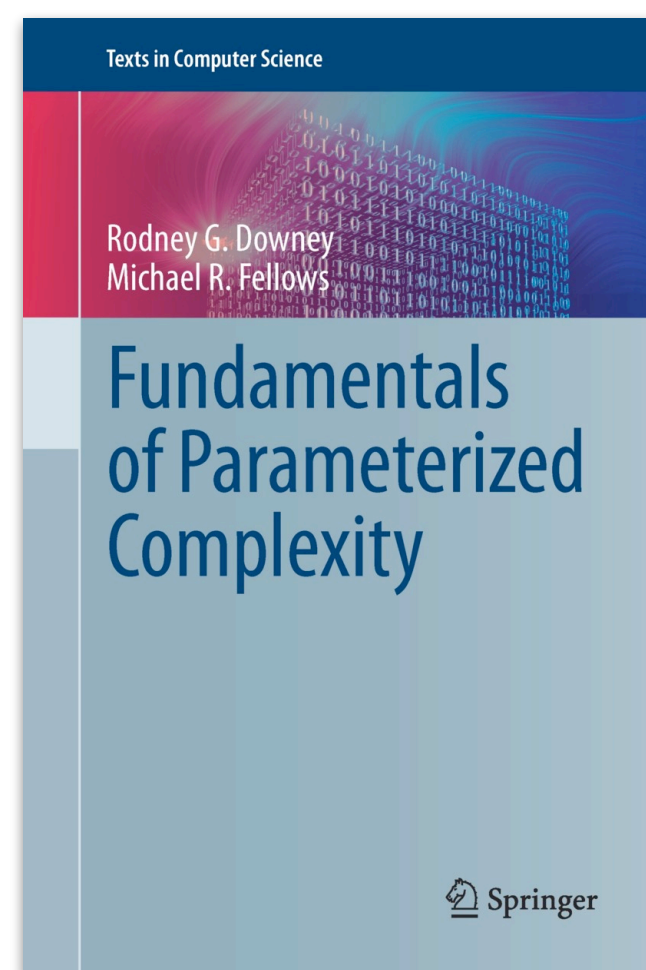
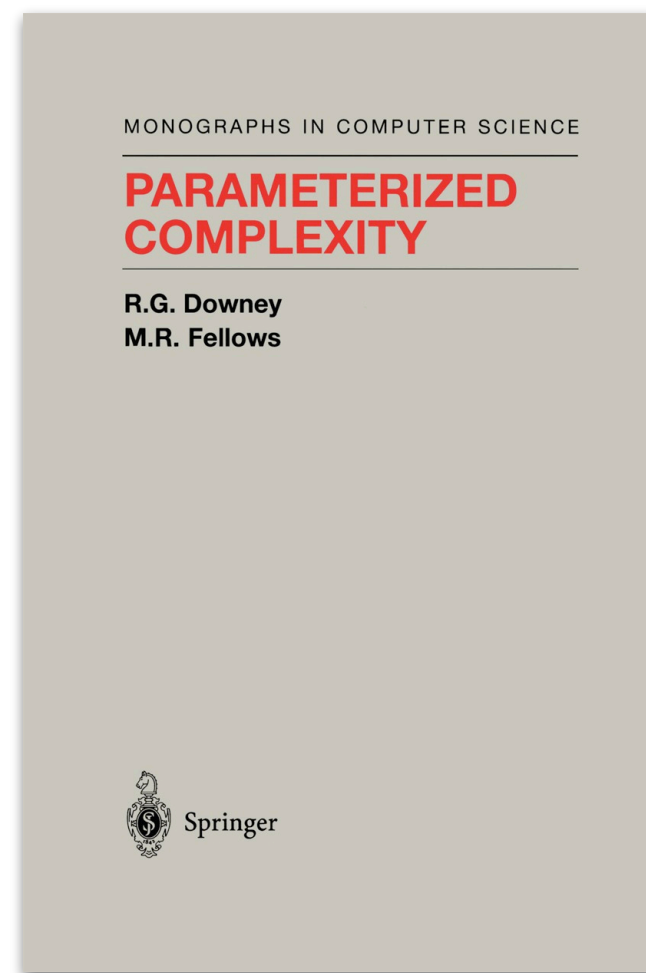
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Are there interesting problems believed not to be FPT?



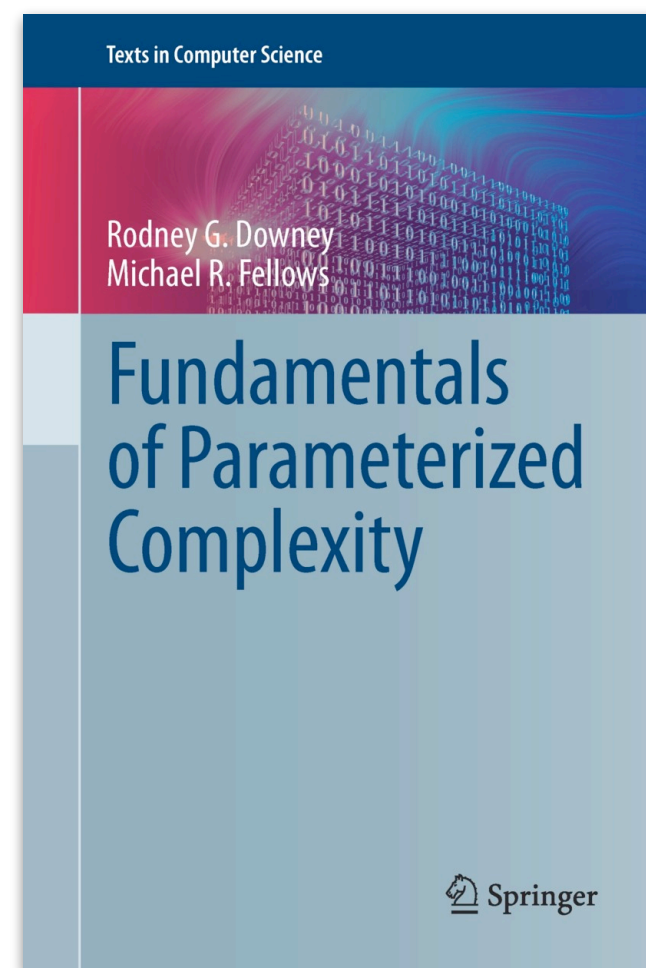
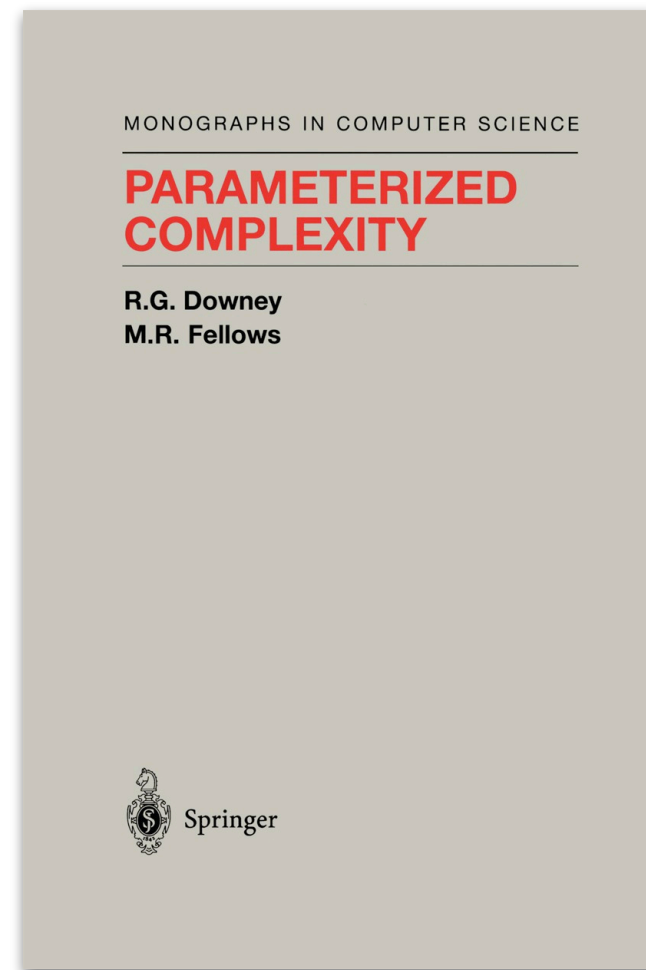
Parameterized complexity

Clique

Input: n -vertex graph G and **parameter of interest** k

YES if G has clique of size k , **NO** otherwise.

Clique is the **canonical hard** parameterized problem. A parameterized problem Π is “hard” if there is an “FPT reduction” from Clique to Π .



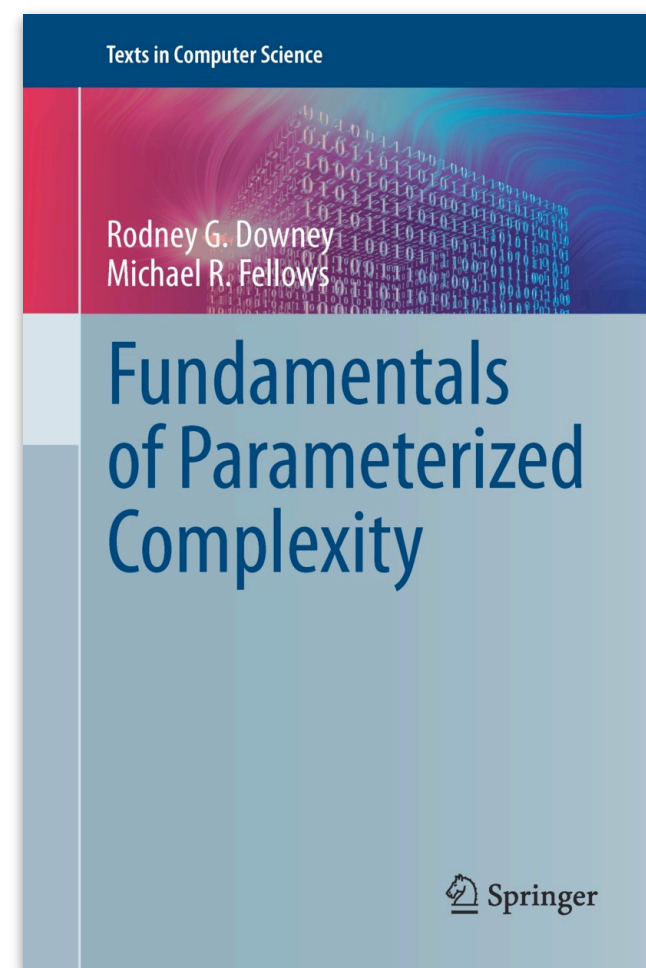
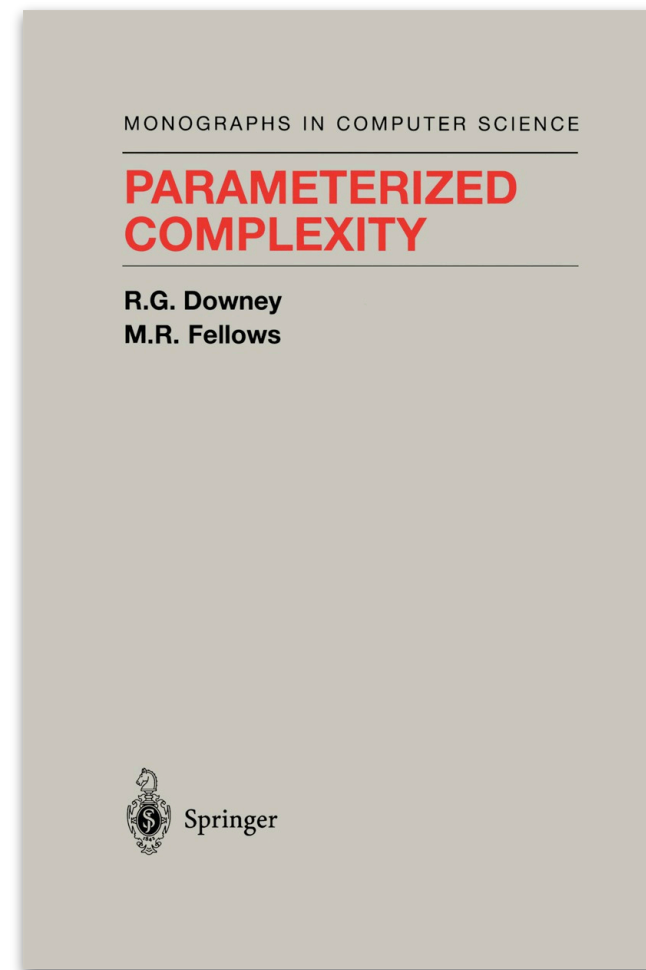
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FPT reduction:

(G, k)
Clique instance

algorithm running
in time $f(k) \cdot n^c$

→

(x, k')
 Π instance

YES/NO instances mapped to **YES/NO** instances & $k' = g(k)$

Dictionary

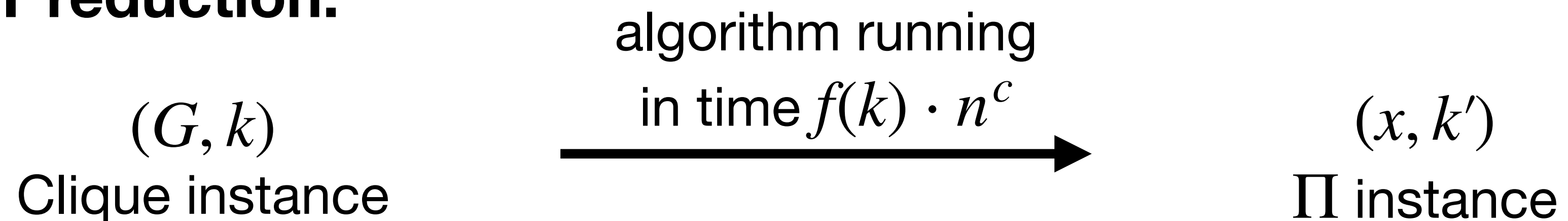
Unparameterized world

- The class P
- The class NP
- Π is NP -hard if there is a polynomial-time reduction from 3SAT to Π

Parameterized world

- The class FPT
- The class $W[1]$
- Π is $W[1]$ -hard if there is an **FPT-reduction** from Clique to Π

FPT reduction:



YES/NO instances mapped to **YES/NO** instances & $k' = g(k)$

Parameterized hardness of coding and lattice problems

Downey-Fellows '13: $W[1]$ -hardness of MDP_2 one of the “most infamous” open problems in parameterized complexity.

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2021: Enter Bhattacharyya, Bonnet, Egri, Ghoshal, Karthik C. S., Lin, Manurangsi, and Marx!

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Codes:

$\gamma\text{-NCP}_q$ is $W[1]$ -hard for all q and γ

$\gamma\text{-MDP}_2$ is $W[1]$ -hard for all γ

Lattices:

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what about $\gamma\text{-SVP}_p$
for large γ ?

and SVP_1 ?

Our results

Codes:

γ -MDP _{q} is $W[1]$ -hard for **all q** and all γ

Lattices:

γ -SVP₁ is **$W[1]$ -hard for any $\gamma < 2$**

γ -SVP _{p} is $W[1]$ -hard for $p > 1$ and **all $\gamma > 1$**

NP-hardness of approximating SVP

A pretty cool approach of Khot

Let's take for granted that γ -CVP_{*p*} is NP-hard, and reduce it to γ' -SVP_{*p*}.

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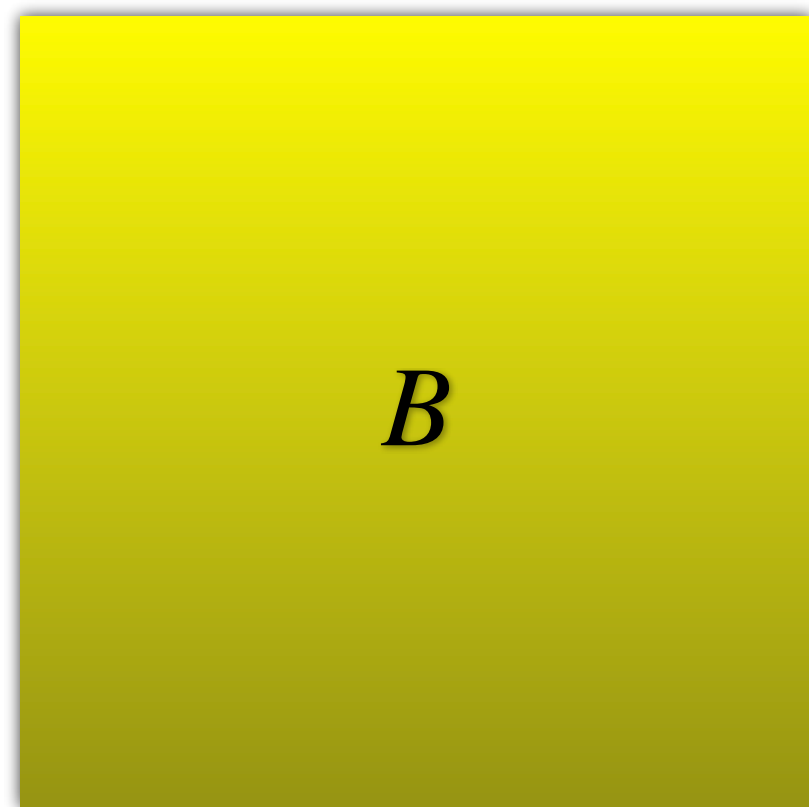
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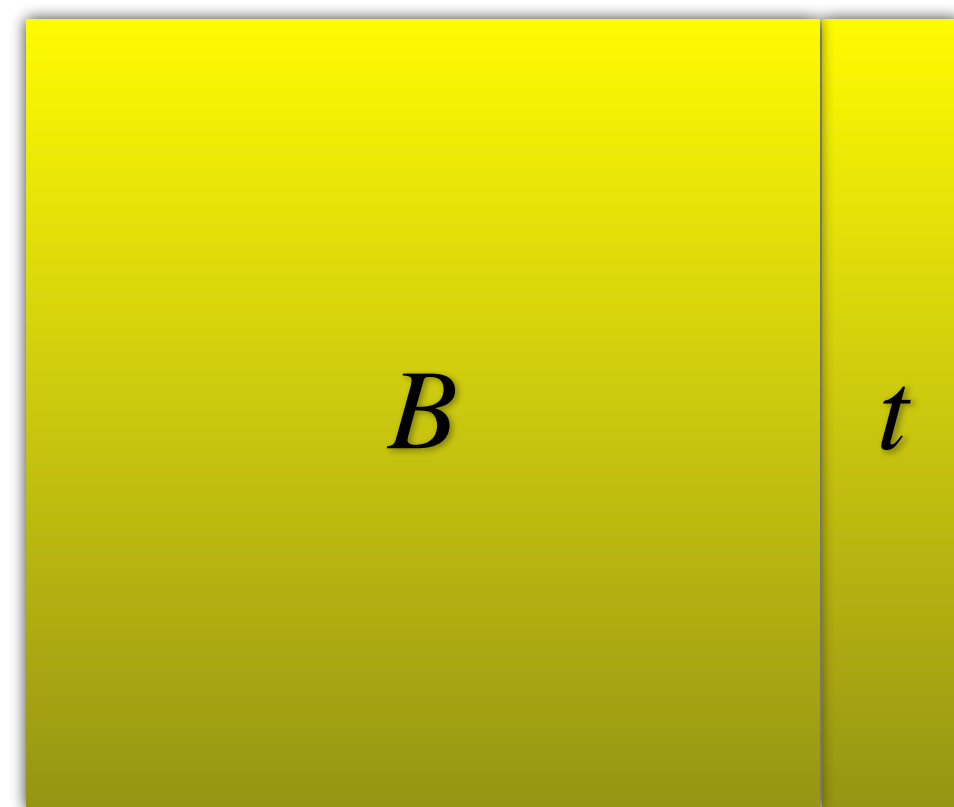
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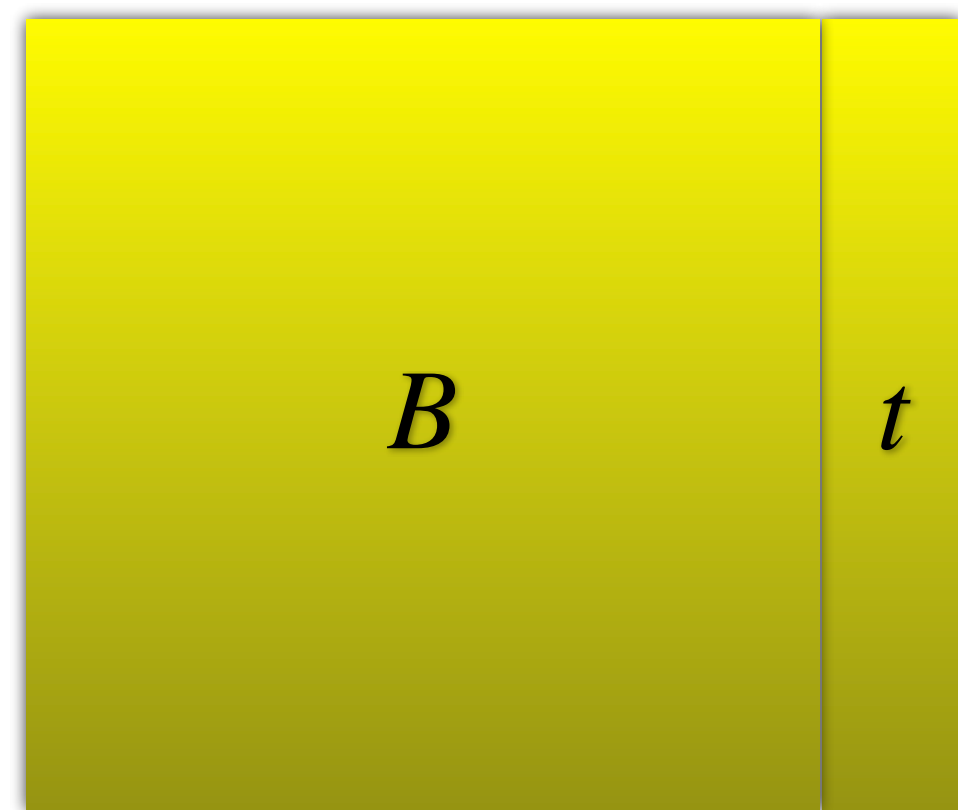
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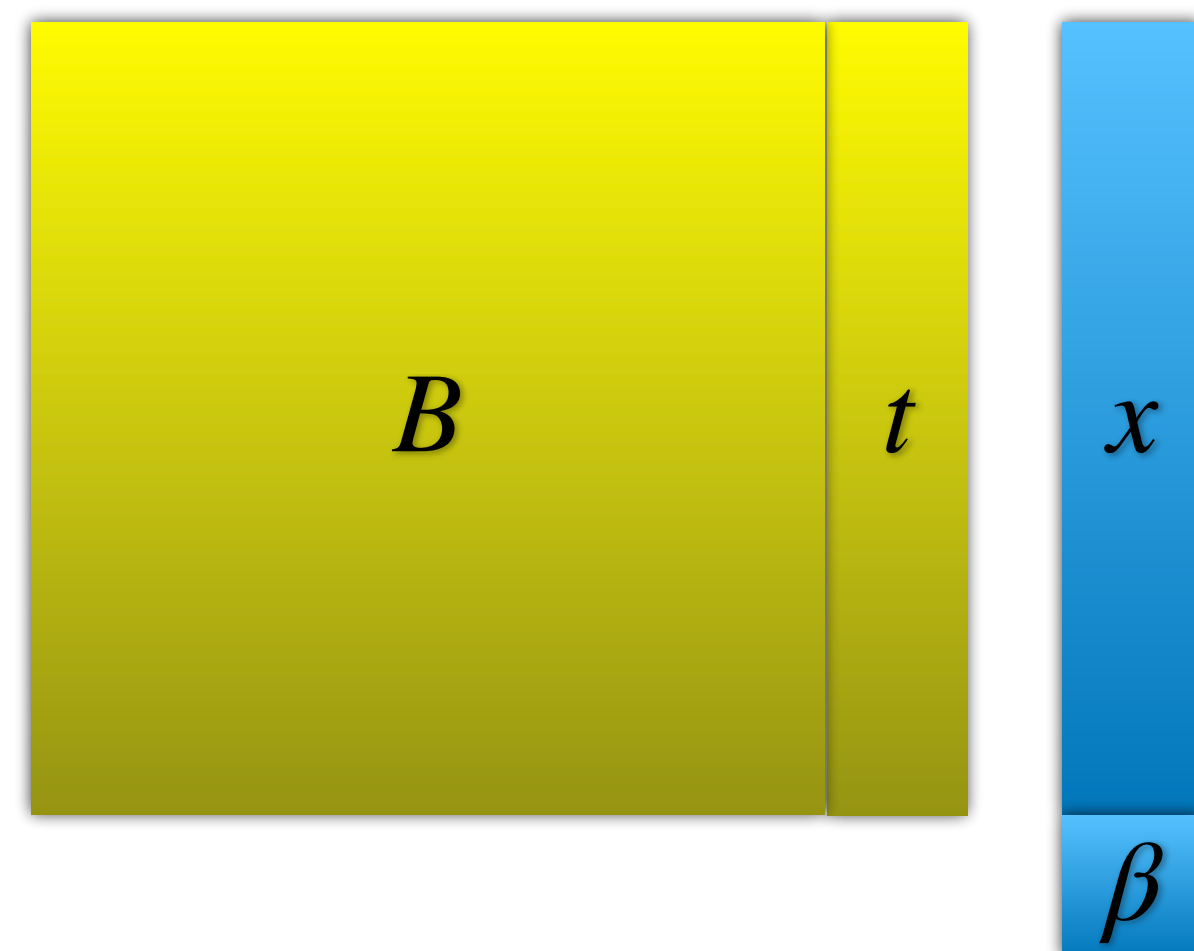
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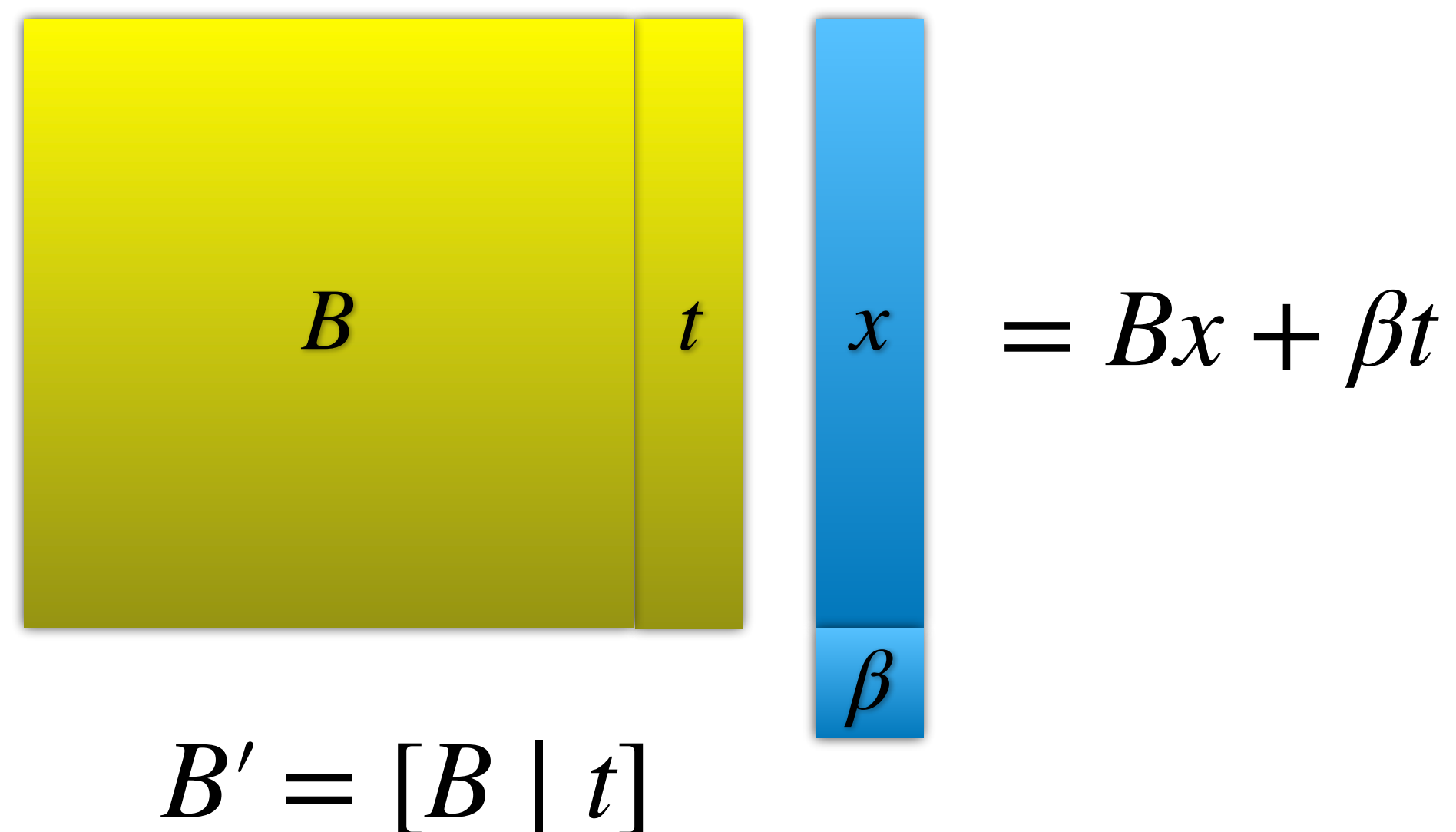
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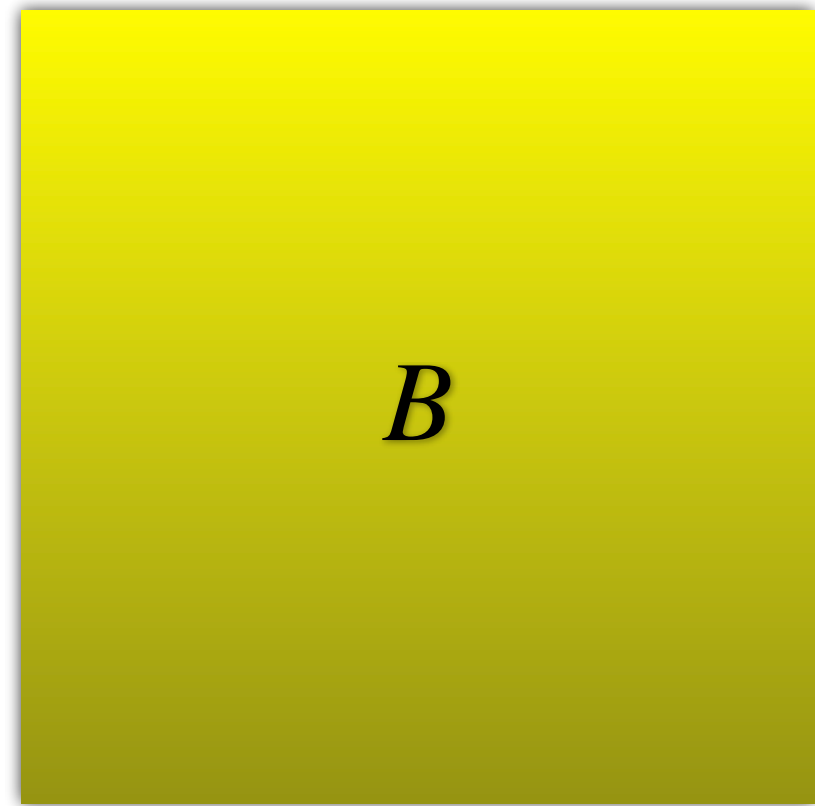

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If (B, d, t) is NO instance of γ -CVP_{*p*} ...

- $\beta \neq 0$: Then $\|Bx + \beta t\|_p$ is large
- $\beta = 0$: No guarantees...

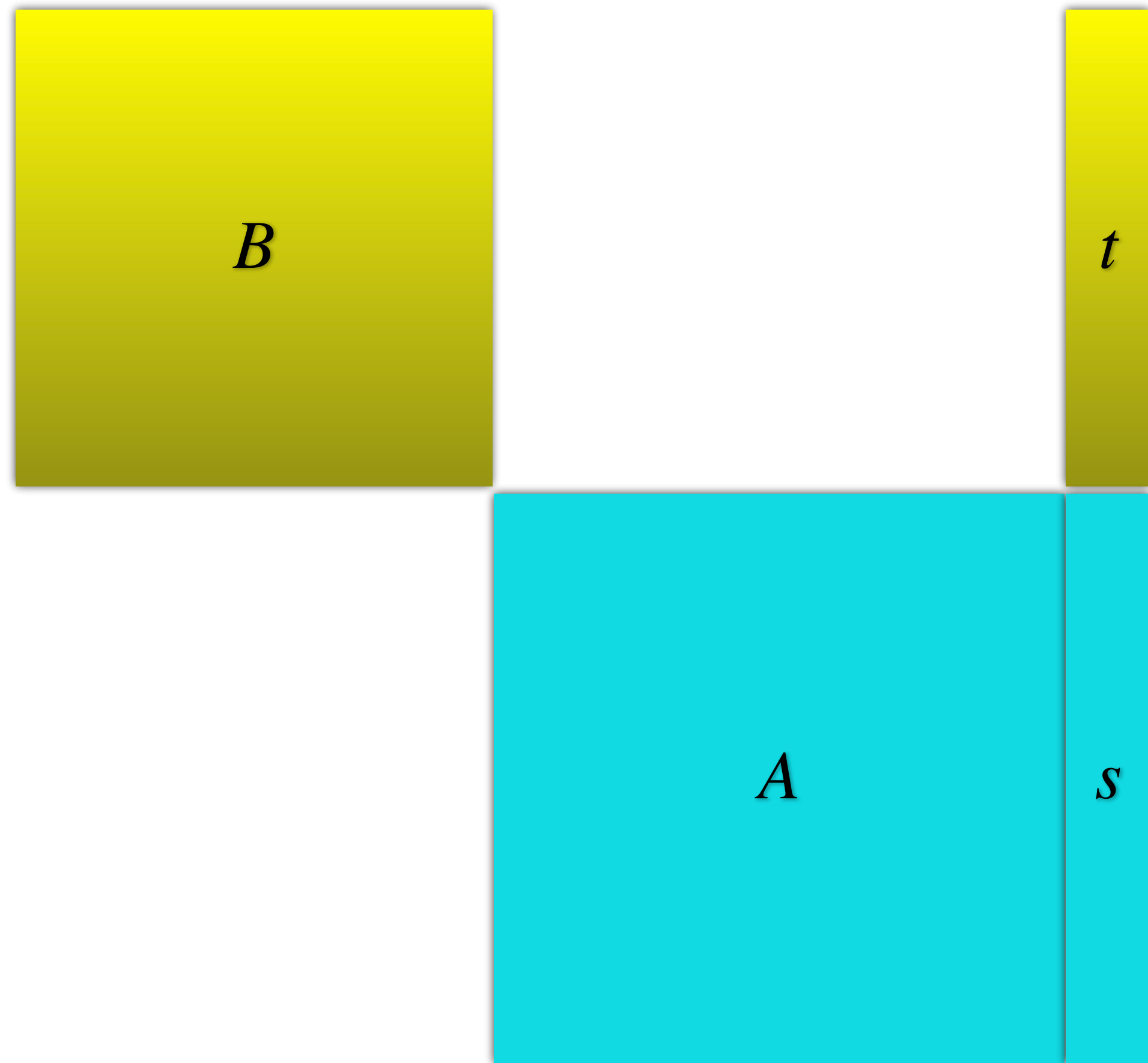
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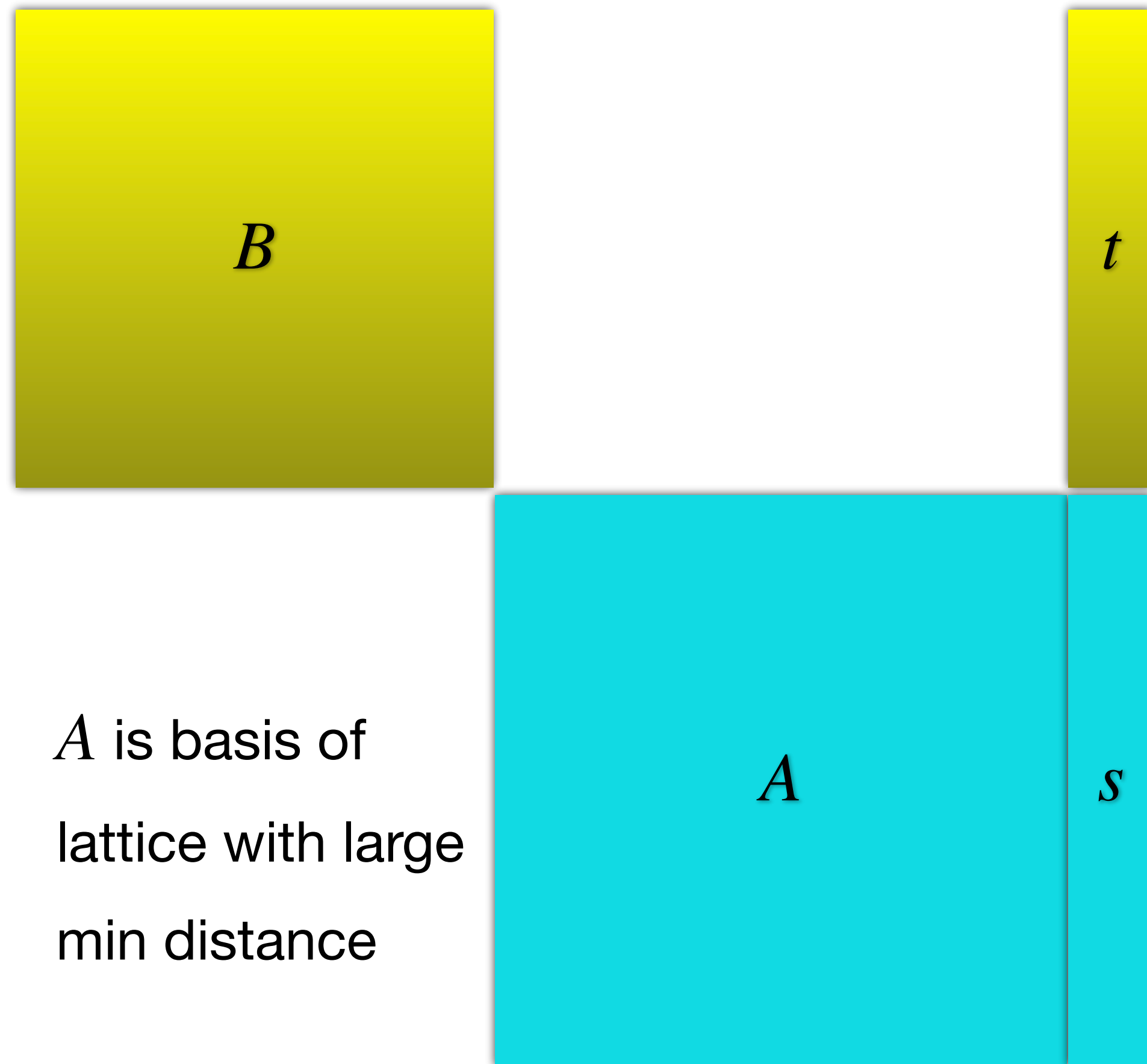
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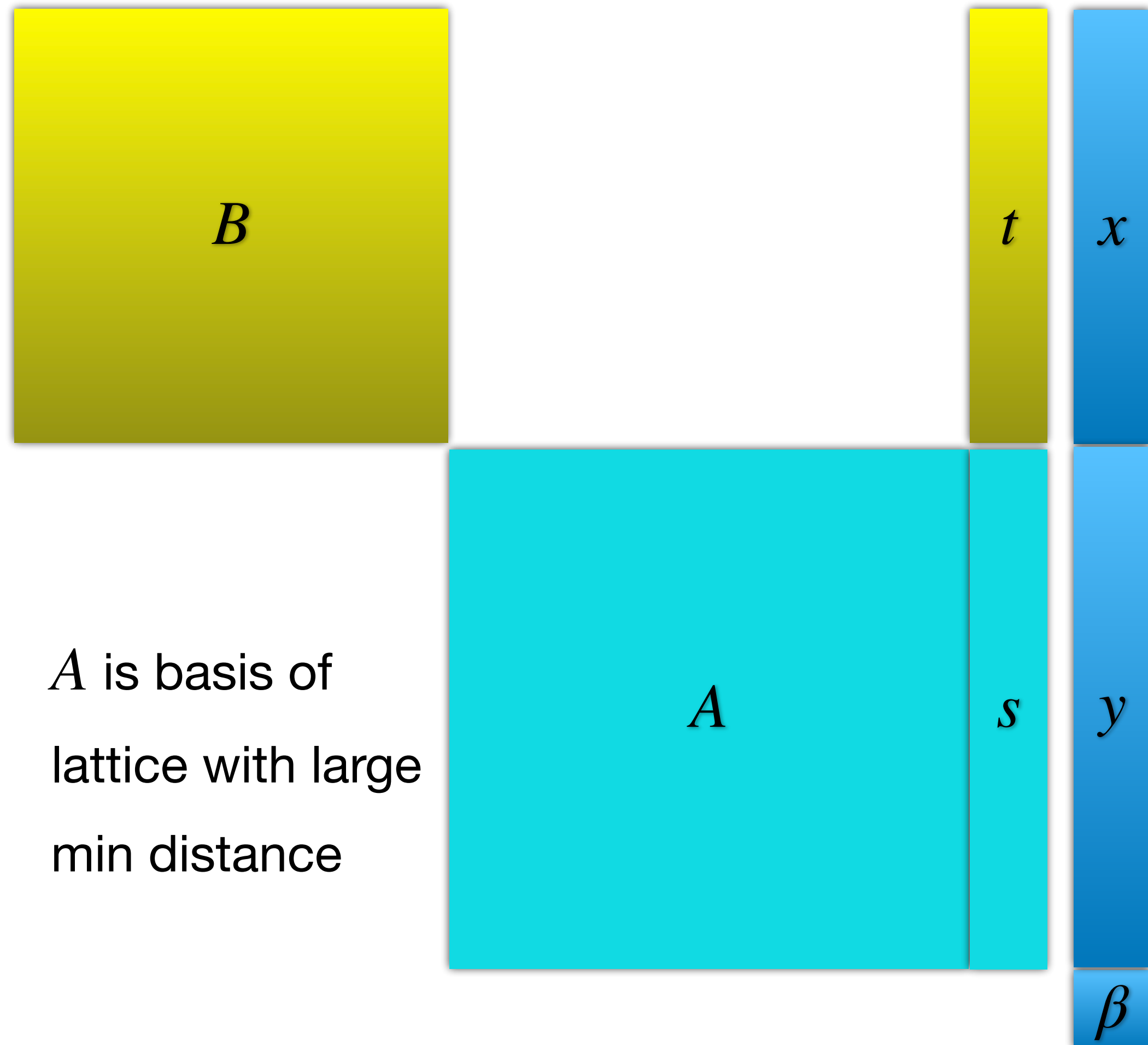
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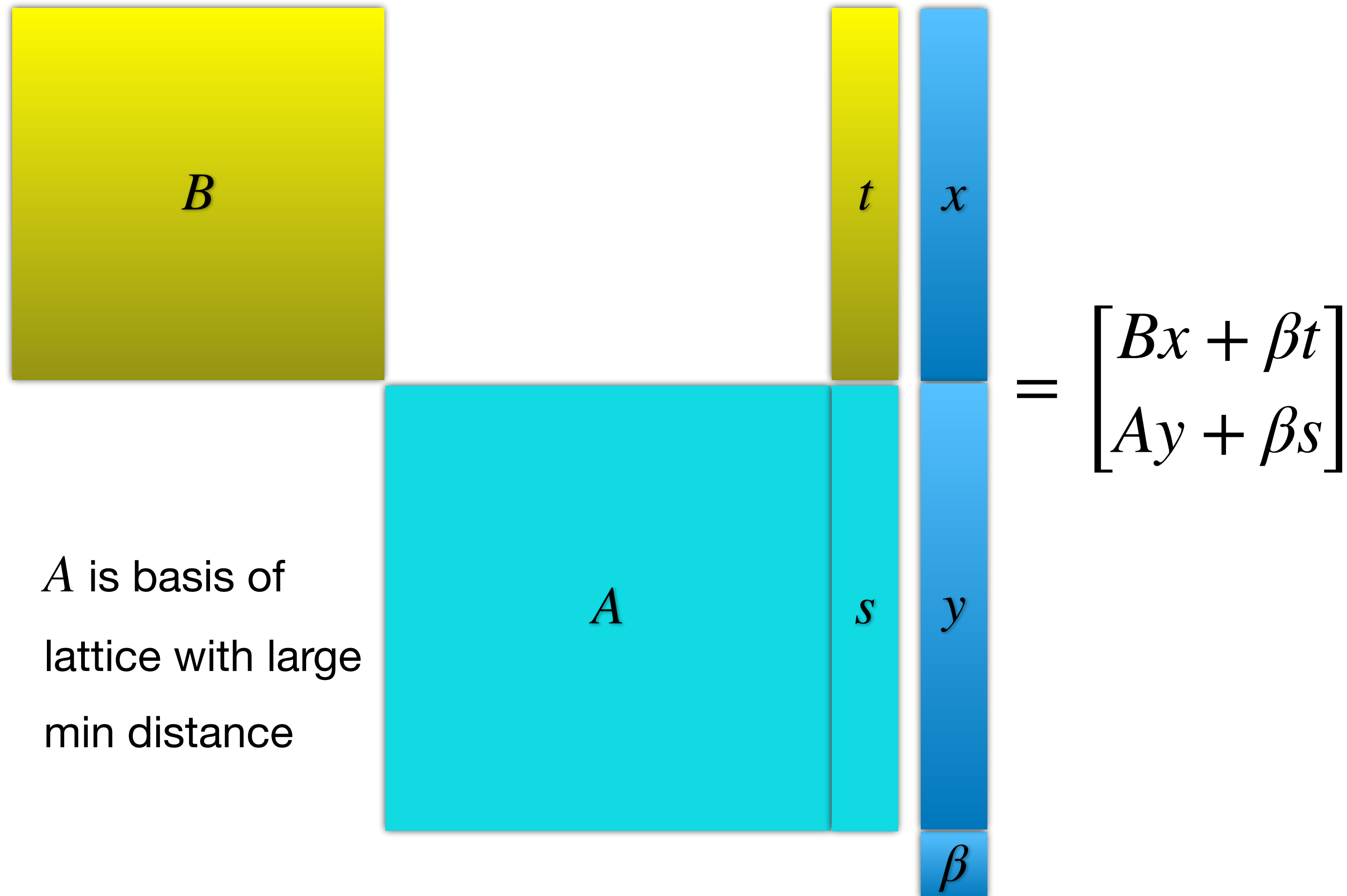
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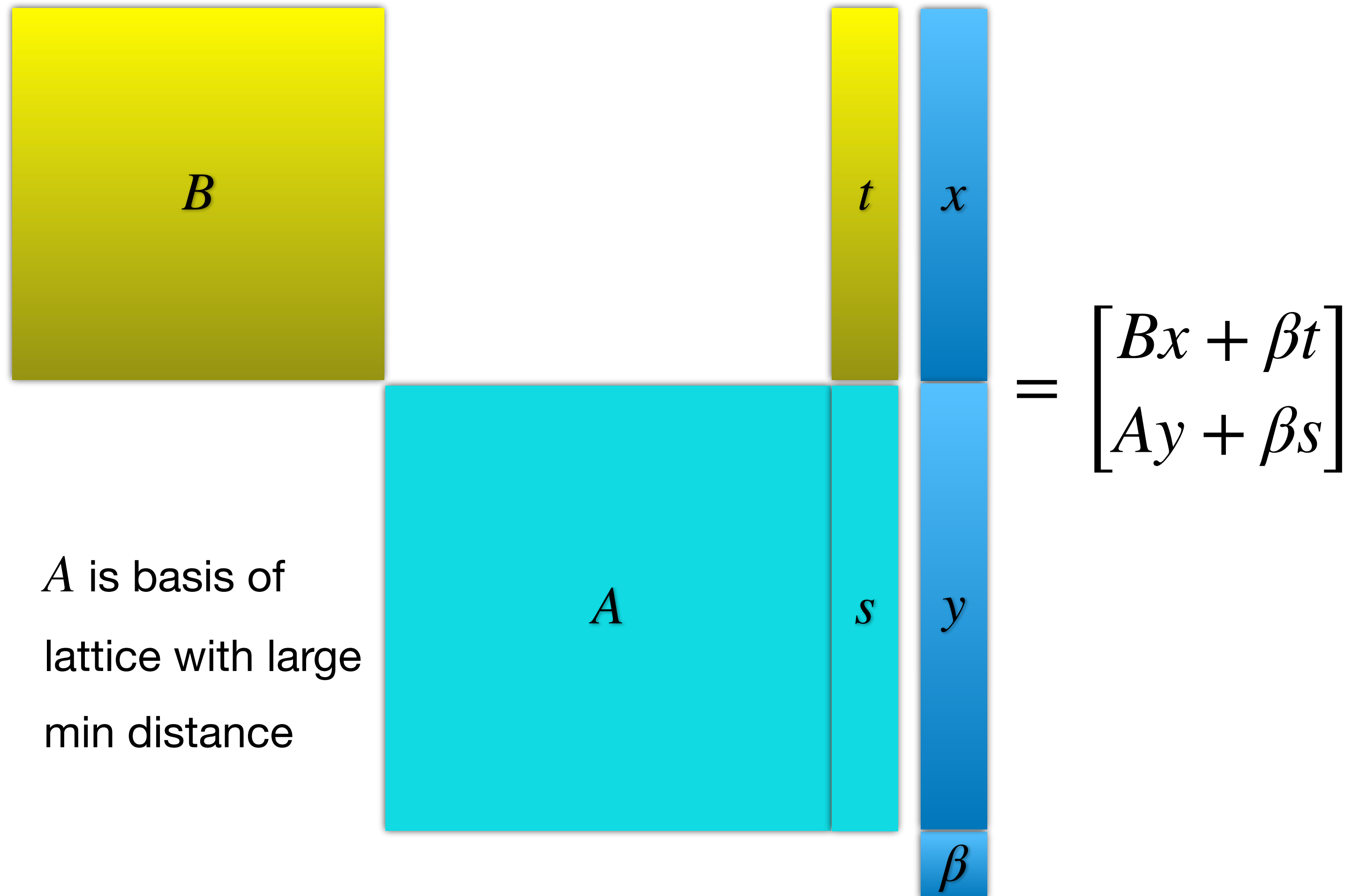
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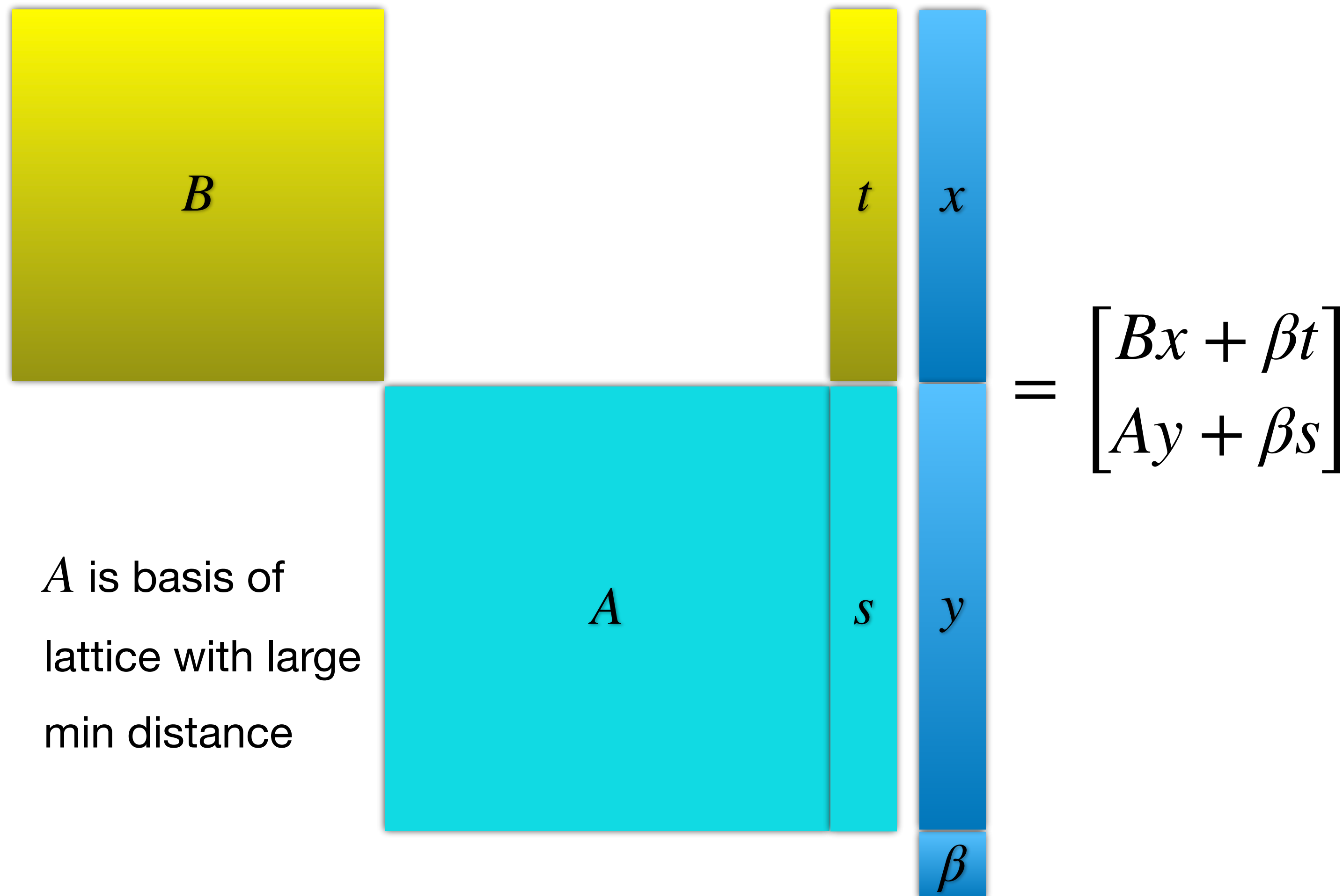


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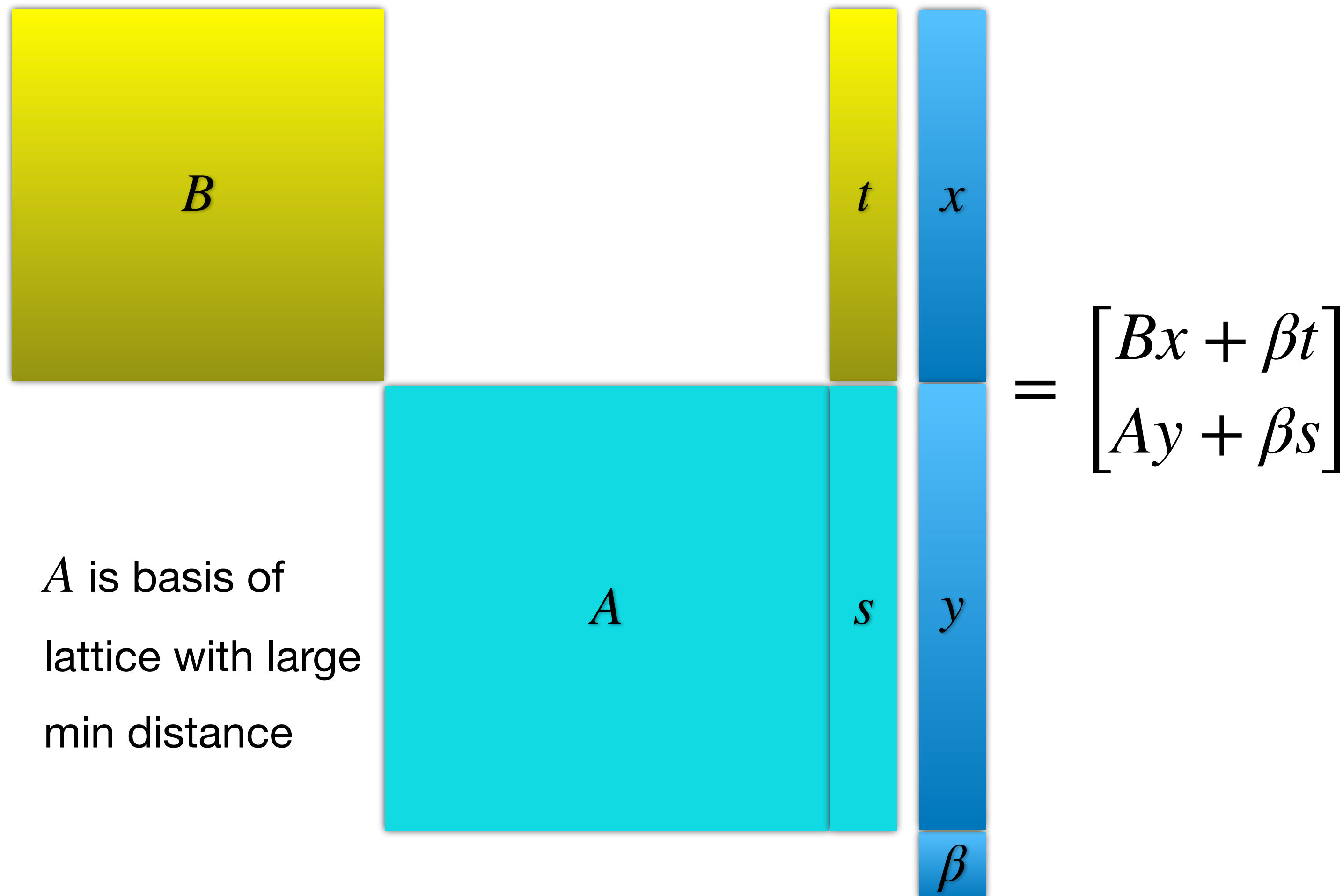
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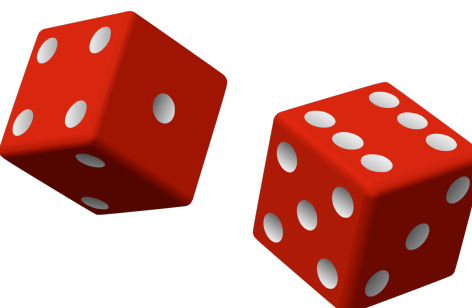
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- Provided that $N_{\text{good}} \gg N_{\text{bad}}$, obtain the desired SVP instance (B', d') by **randomly sparsifying** this intermediate lattice.



Locally dense lattices

Khot's reduction works if

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A construction based on linear codes:

G generator matrix of binary BCH code with minimum distance $> \gamma d$:

$$L(A) = C(G) + 2\mathbb{Z}^m$$

with $m = \text{poly}(n)$.

Pros and cons of Khot's reduction

Pro: Khot's reduction from CVP to SVP is an FPT-reduction!

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Metric embeddings take care of **Con1** in the non-FPT setting, but they don't work in the FPT setting.

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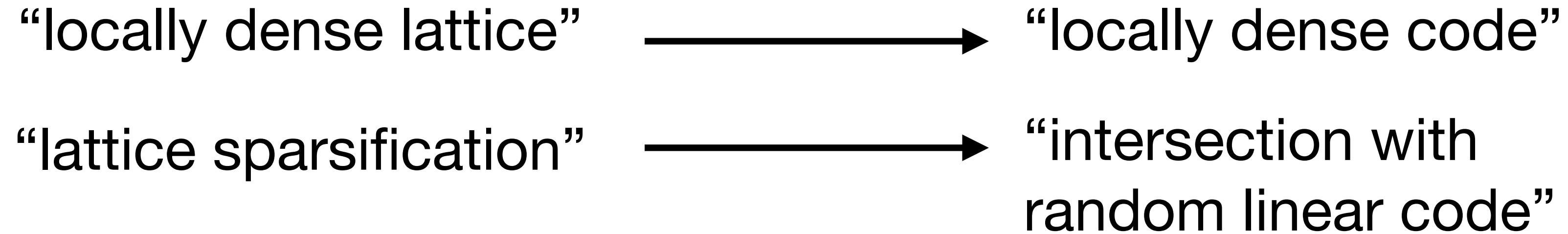
Con2: Not easy to amplify approximation factor (we'll see more about this)

Insight 1: Khot for codes

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How can we get $W[1]$ -hardness for **all** $\gamma' > 1$?

Amplifying the approximation factor in coding problems

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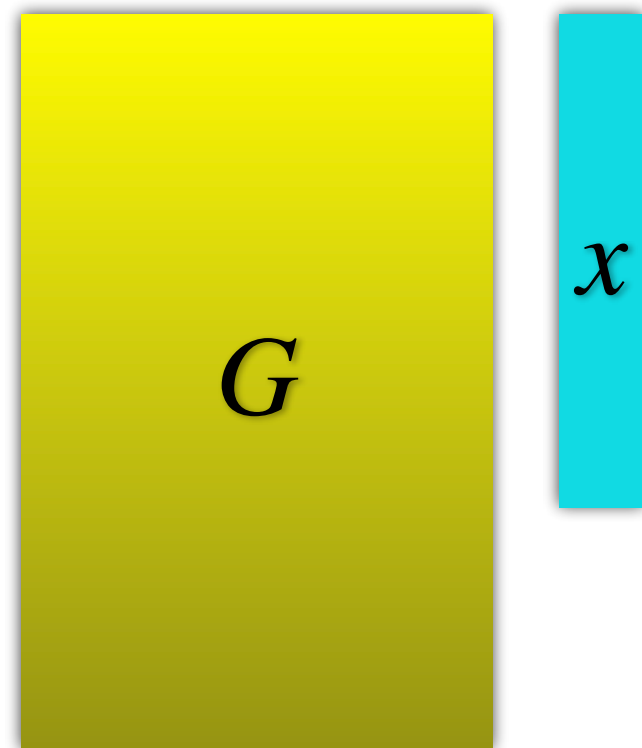
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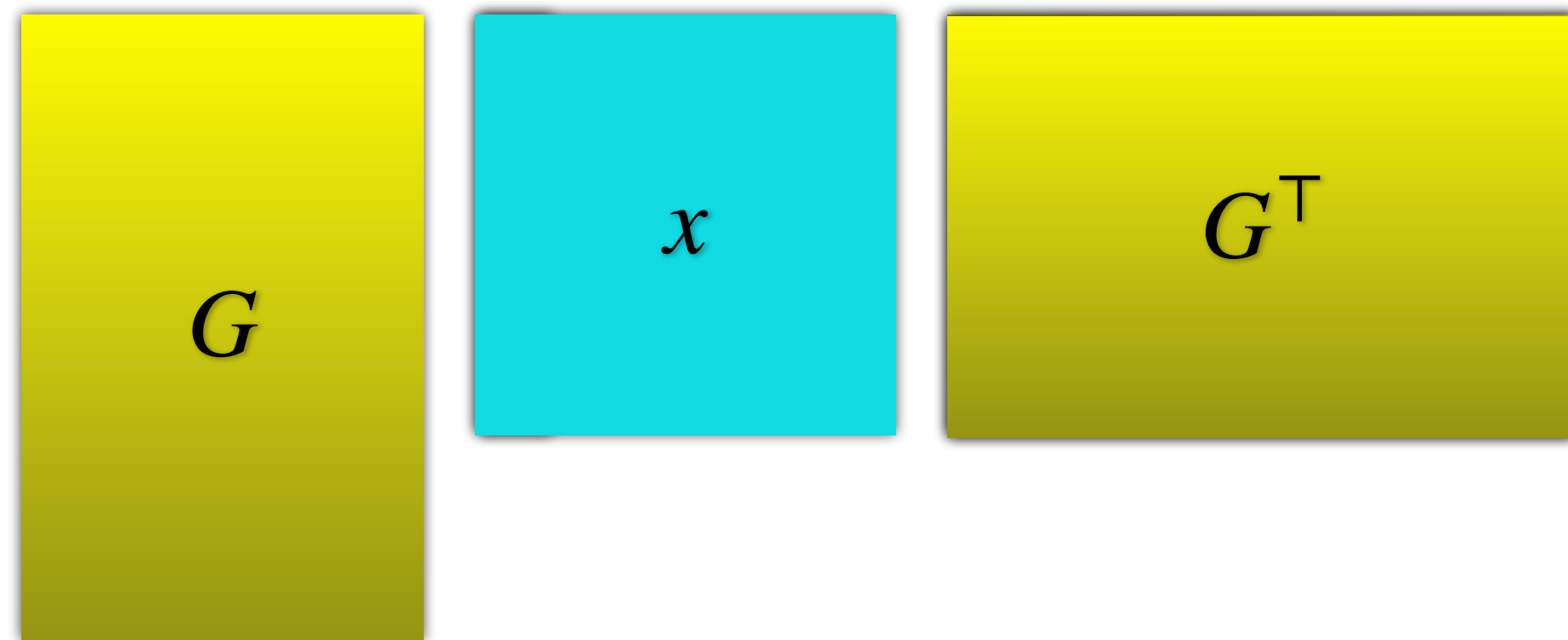
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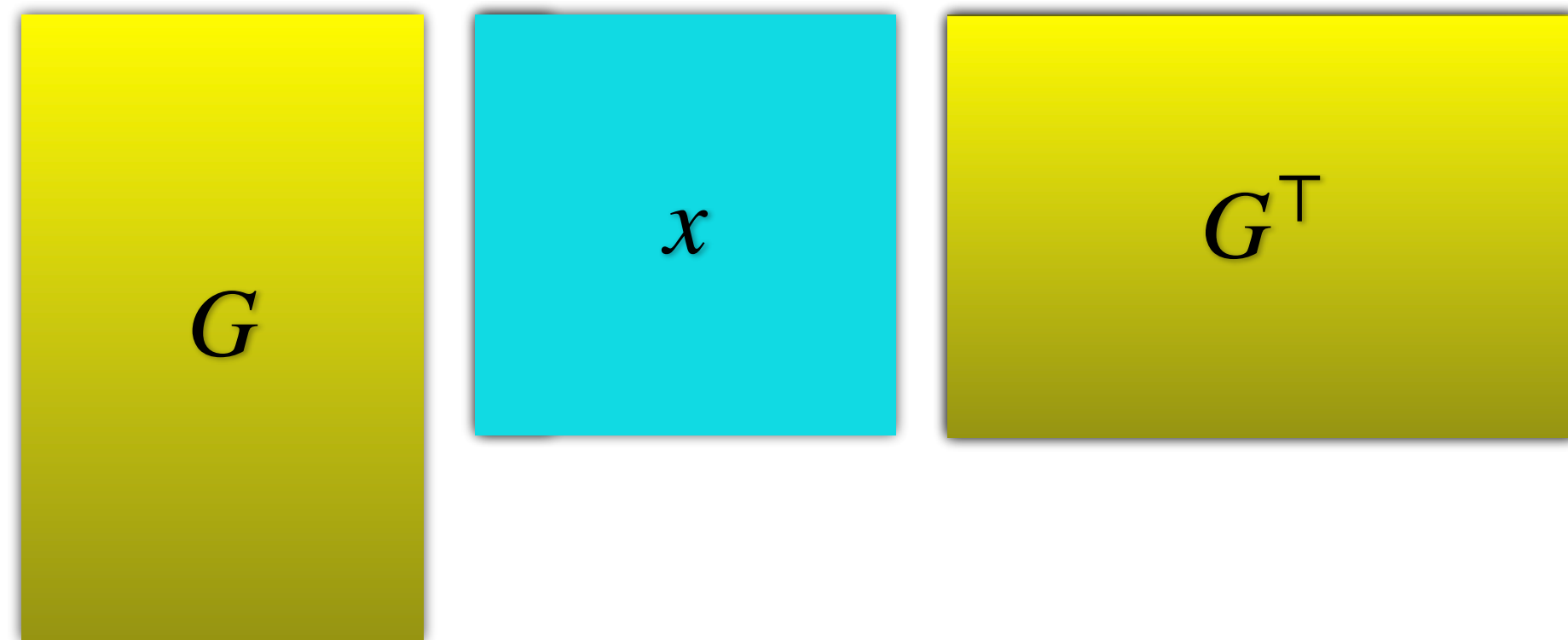
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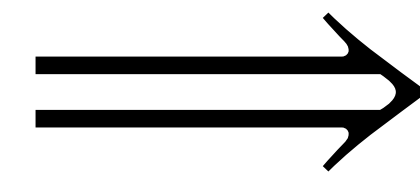
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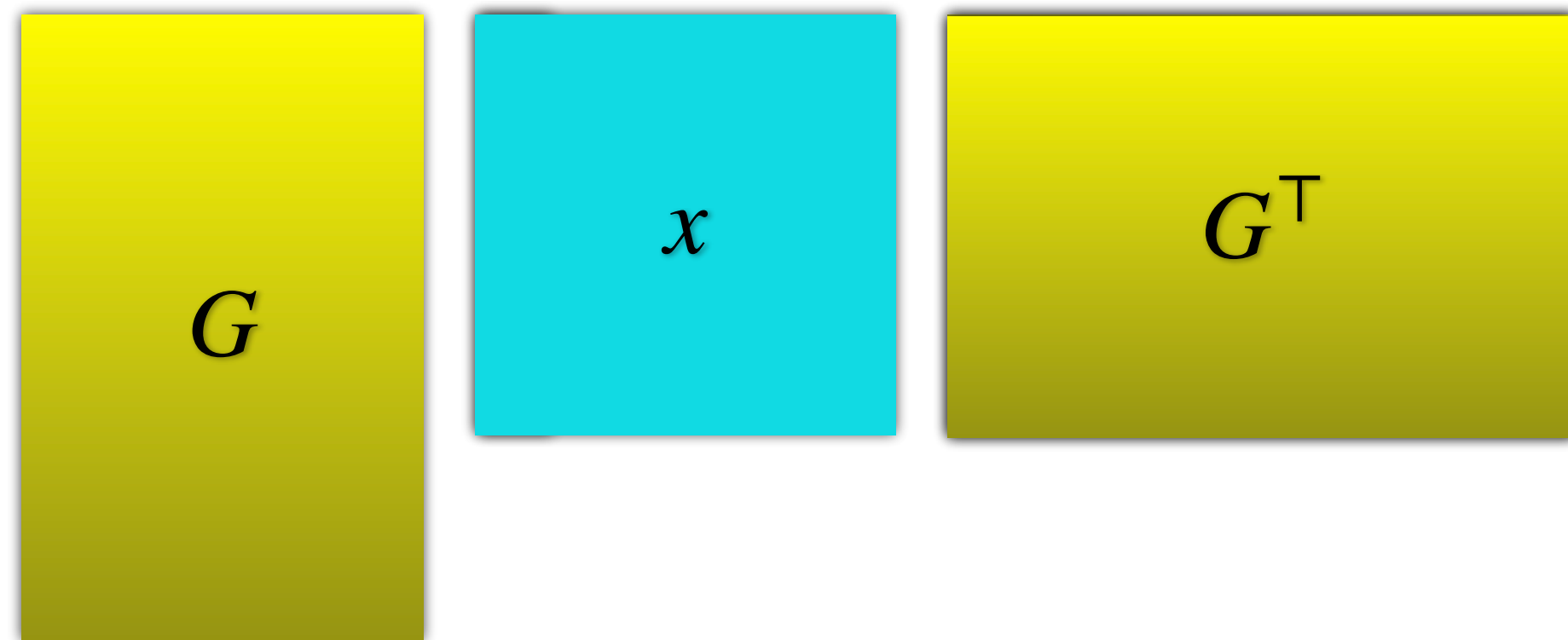
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Khot's approach uses binary BCH codes because they're useful for amplifying the approximation factor in the non-FPT regime.

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Conclusion: γ -SVP₁ is **W[1]-hard** for any approximation factor $\gamma < 2$.

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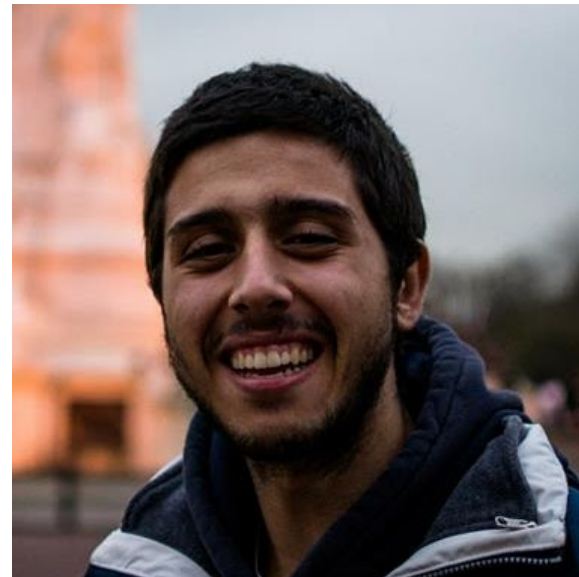
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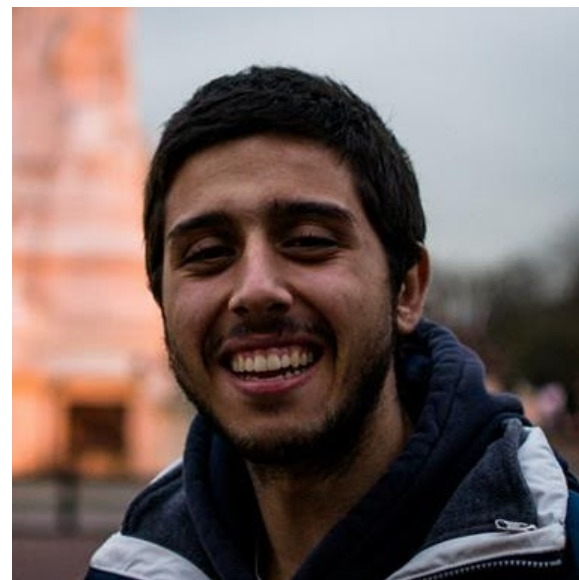
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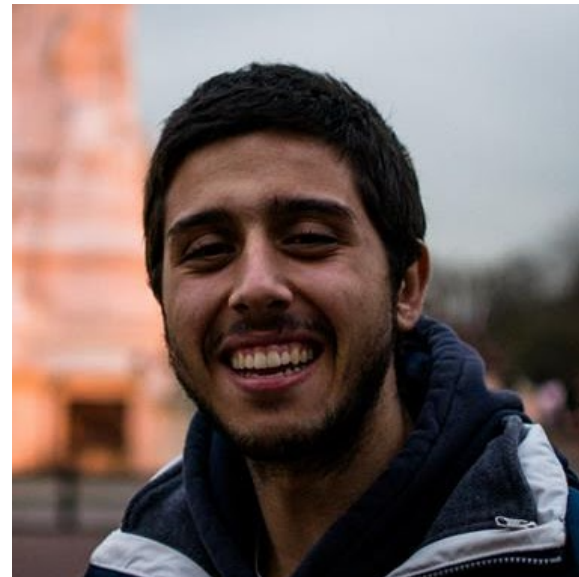


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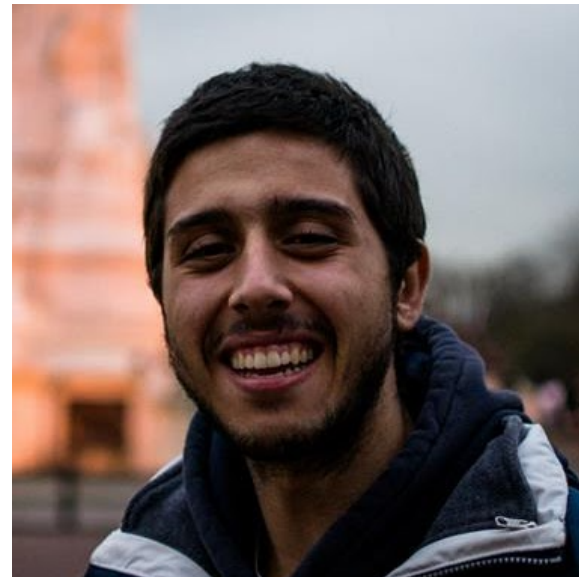


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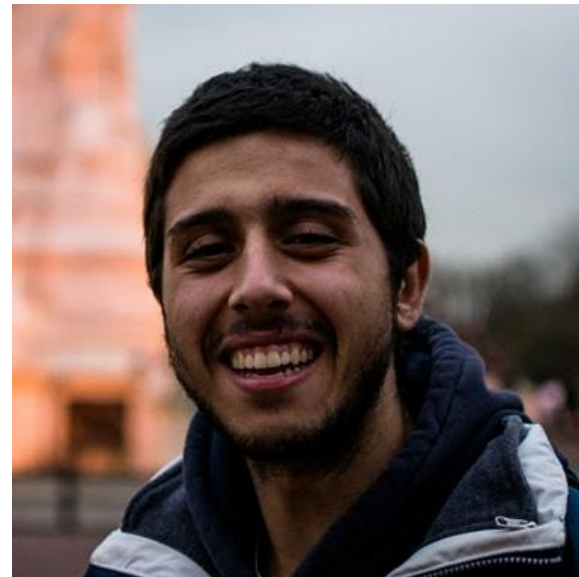


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