



AI METHODS FOR POST-QUANTUM CRYPTOGRAPHY

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Abstract

This poster presents the background and a series of possible evolutionary methods of sieving algorithm (bgj3). We begin with reproducing the original random filtering method, then introduce a deterministic Hybrid-Sieve to replace the randomness with the algebraic structure of the dual lattice. Finally, we explore a powerful shift using Reinforcement Learning (RL), where an intelligent agent learns to produce high quality center sieve vectors.

1. Introduction

The security of post-quantum cryptography hinges on the hardness of the **Shortest Vector Problem (SVP)**. Sieving algorithms are the most powerful tools for solving SVP, but their performance is bottlenecked by a single, critical task: efficiently finding pairs of vectors (\mathbf{u}, \mathbf{v}) that combine to form a shorter vector $\mathbf{u} \pm \mathbf{v}$ from a list of billions: $2^{0.2075n+O(n)}$.

Our Contribution: A Principled Evolution

This work charts a clear trajectory, moving from blind randomness towards structured, intelligent search. We demonstrate this evolution through three methodologies:

1. Baseline: The Random Sieve

- **Core Idea:** Filters vectors using random spherical caps.
- **Represents:** The current "brute-force" state-of-the-art.

2. Innovation: The Hybrid Sieve

- **Core Idea:** Replaces randomness with **structure**. We use vectors from the **dual lattice** (\mathcal{L}^*) to create a deterministic Voronoi partition.
- **Represents:** A more efficient, reproducible, and lattice-aware algorithm.

3. Paradigm Shift: The RL-based Sieve

- **Core Idea:** Elevates the search to an **intelligent** process. A Reinforcement Learning (RL) agent learns an optimal policy to "walk" on the lattice, actively seeking out shorter vectors.
- **Represents:** The future of SVP solvingan adaptive and targeted exploration.

This progression illustrates a clear path from random searching to structurized and intelligent exploration.

3. Key Results

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5. Future Work

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1. First itemtext
2. Second itemtext

2. Method

Algorithm 1 AllPairSearch bgj3 (Baseline)

Require: A list L of N_0 lattice vectors, repetitions (B_0, B_1, B_2) , radii $(\alpha_0, \alpha_1, \alpha_2)$, goal norm l .

Ensure: A list of reducing pairs in L .

```
1:  $\mathcal{N} \leftarrow \emptyset$ 
2: for  $i = 0, \dots, B_0 - 1$  do
3:   Pick a random center  $c_0 \in S^{n-1}$ 
4:    $L_i \leftarrow \{v \in L \mid v \text{ passes } F_{c_0, \alpha_0}\}$ 
5:   for  $j = 0, \dots, B_1/B_0 - 1$  do
6:     Pick a random center  $c_1 \in S^{n-1}$ 
7:      $L_{ij} \leftarrow \{v \in L_i \mid v \text{ passes } F_{c_1, \alpha_1}\}$ 
8:     for  $k = 0, \dots, B_2/B_1 - 1$  do
9:       Pick a random center  $c_2 \in S^{n-1}$ 
10:       $L_{ijk} \leftarrow \{v \in L_{ij} \mid v \text{ passes } F_{c_2, \alpha_2}\}$ 
11:       $\mathcal{N} \leftarrow \mathcal{N} \cup \{(u, v) \in L_{ijk}^2 \mid \|u \pm v\| < l\}$ 
12:    end for
13:  end for
14: end for
15: return  $\mathcal{N}$ 
```

4. Examples

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$$\int \vec{F} \cdot d\vec{q} = -U \quad (1)$$



6. Plots



References

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