

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.



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?

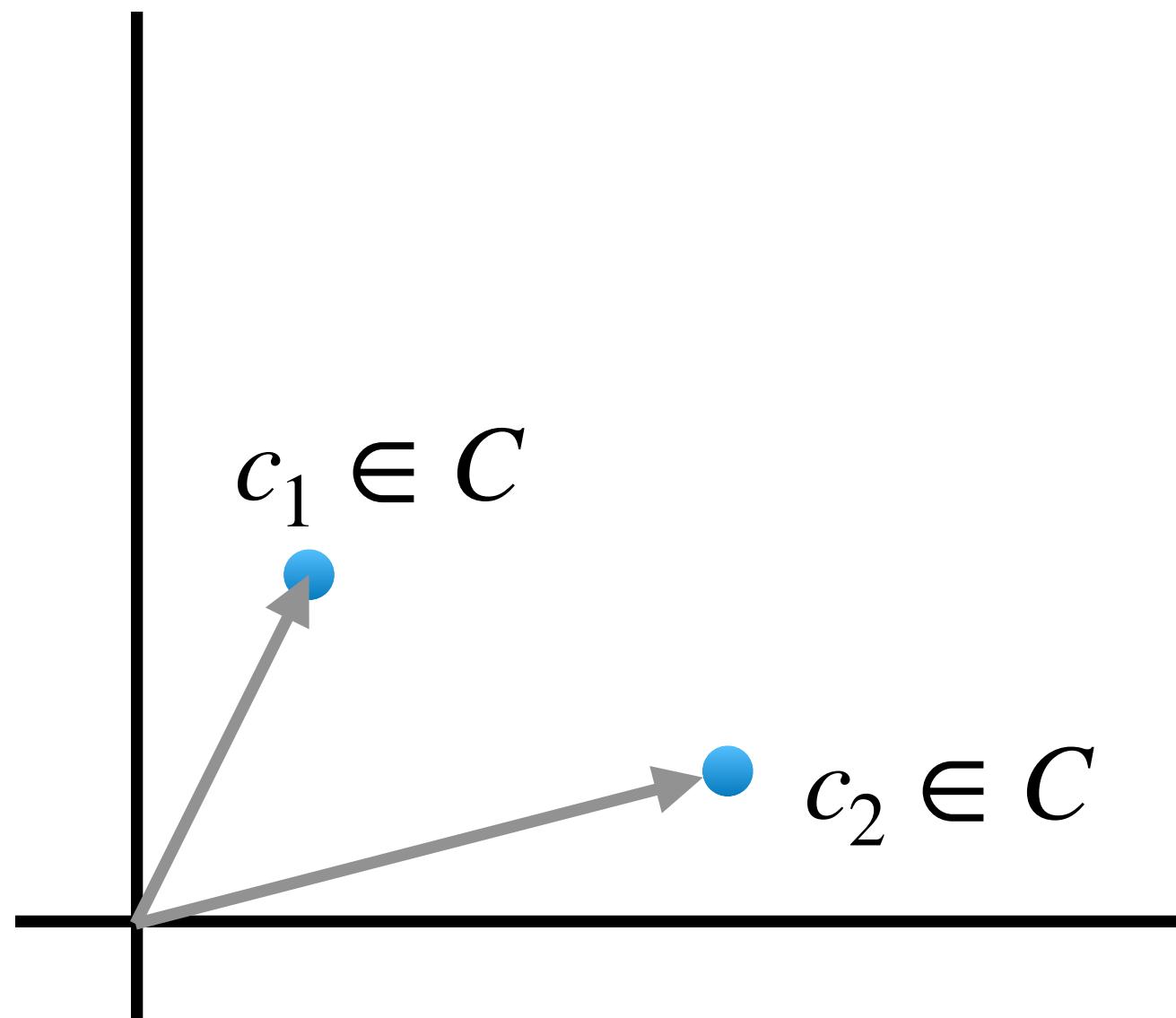
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There exists a **generator matrix** $G \in \mathbb{F}^{n \times k}$ such that $C = \{Gv : v \in \mathbb{F}_q^k\}$.

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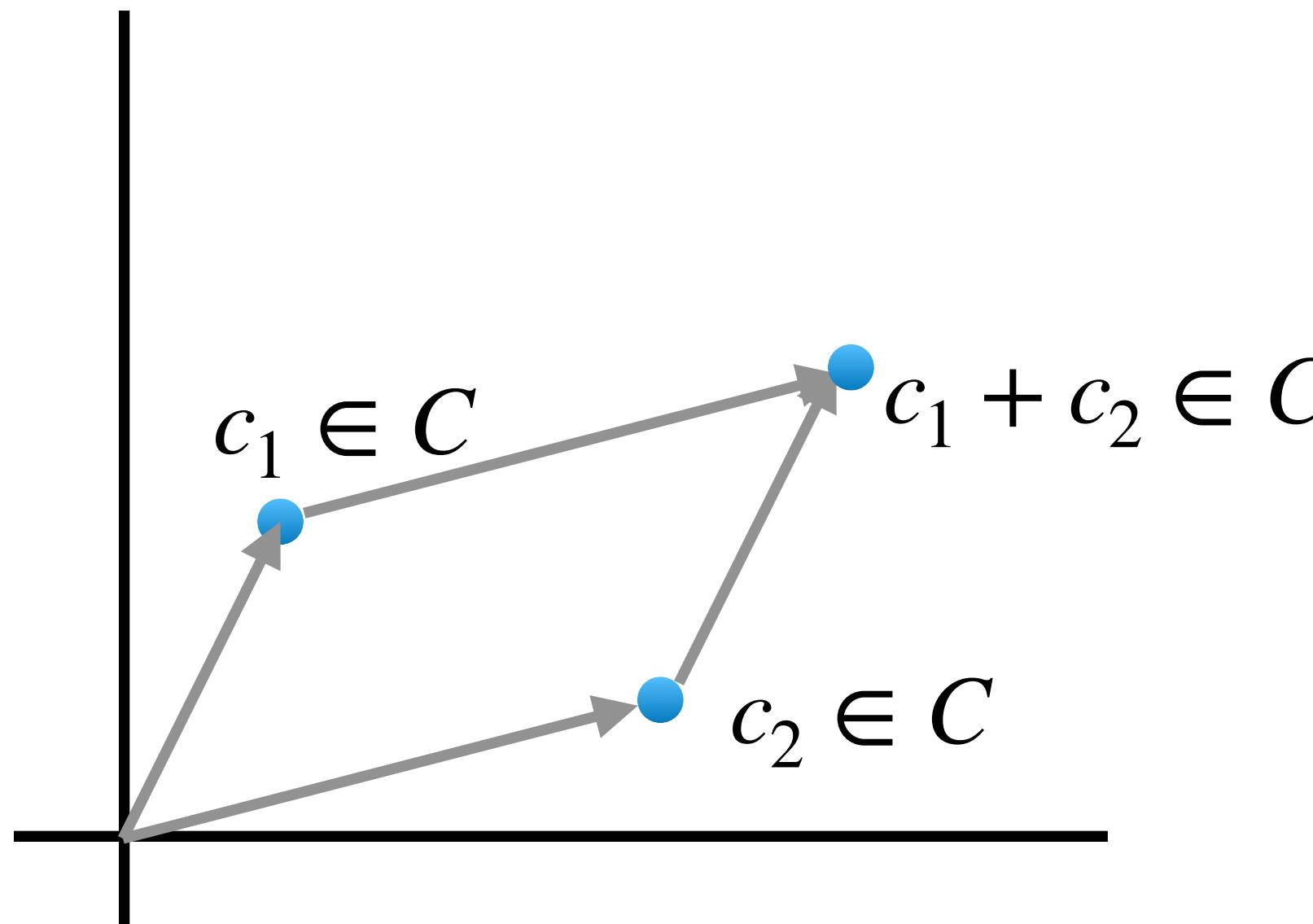
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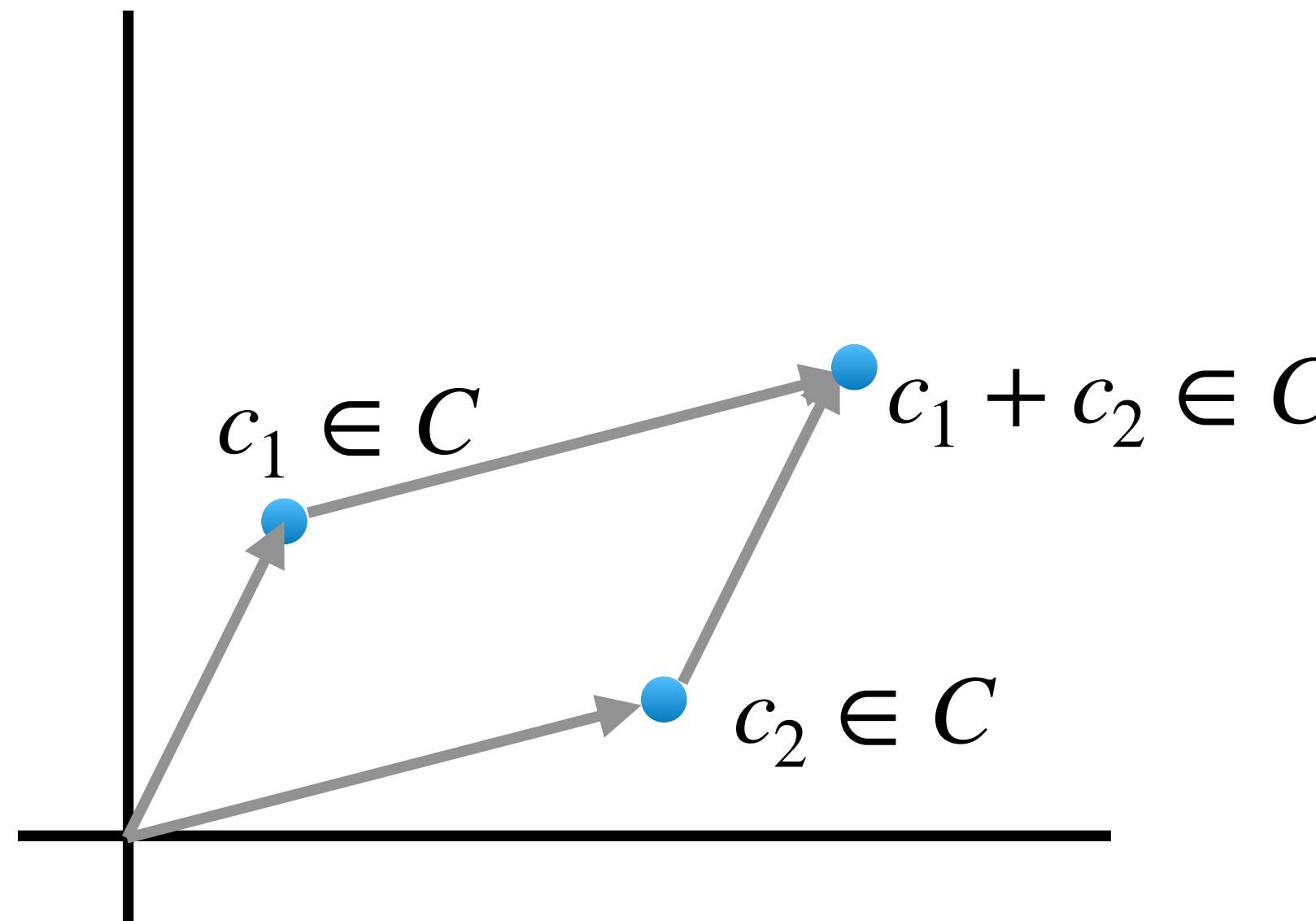
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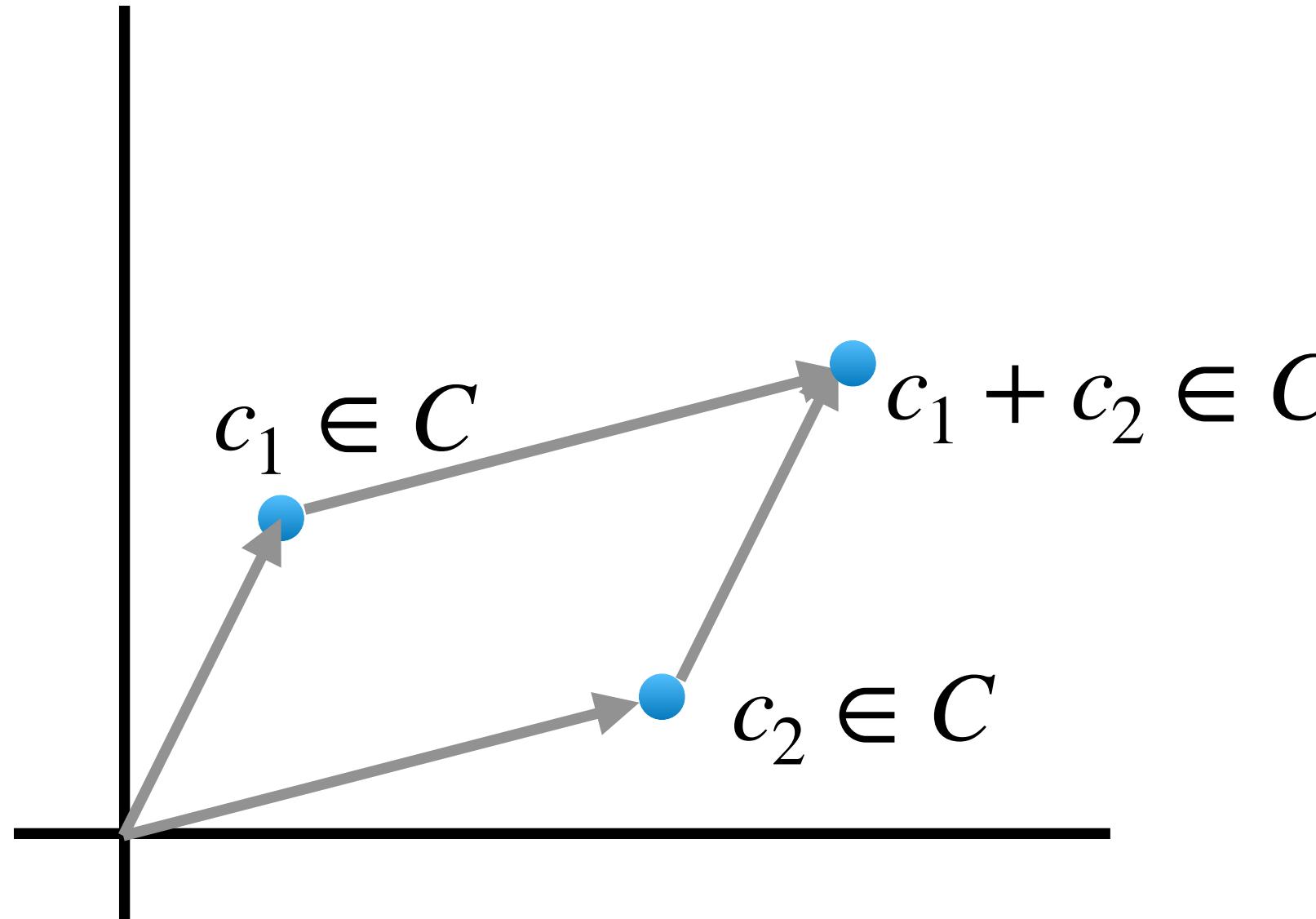


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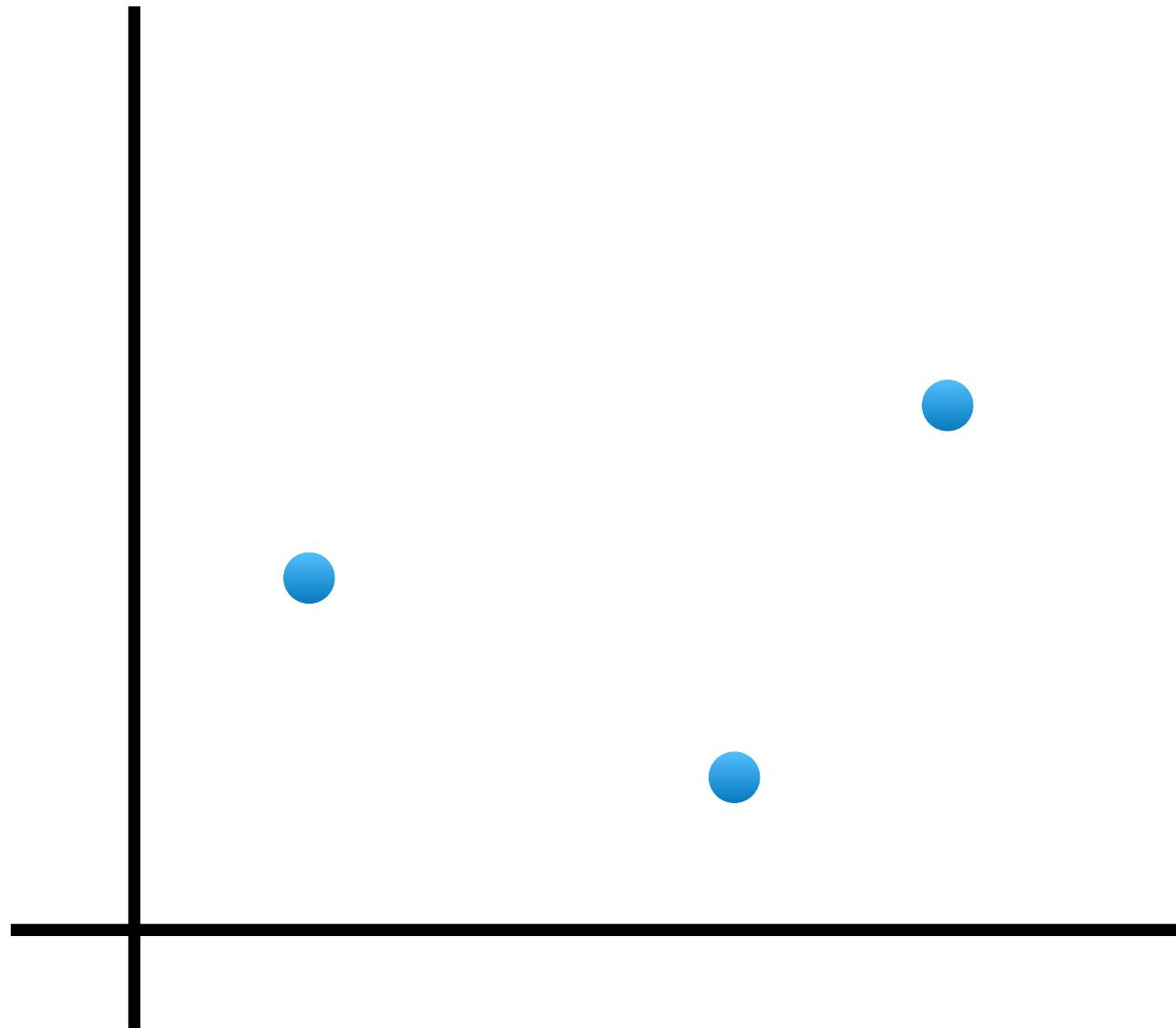
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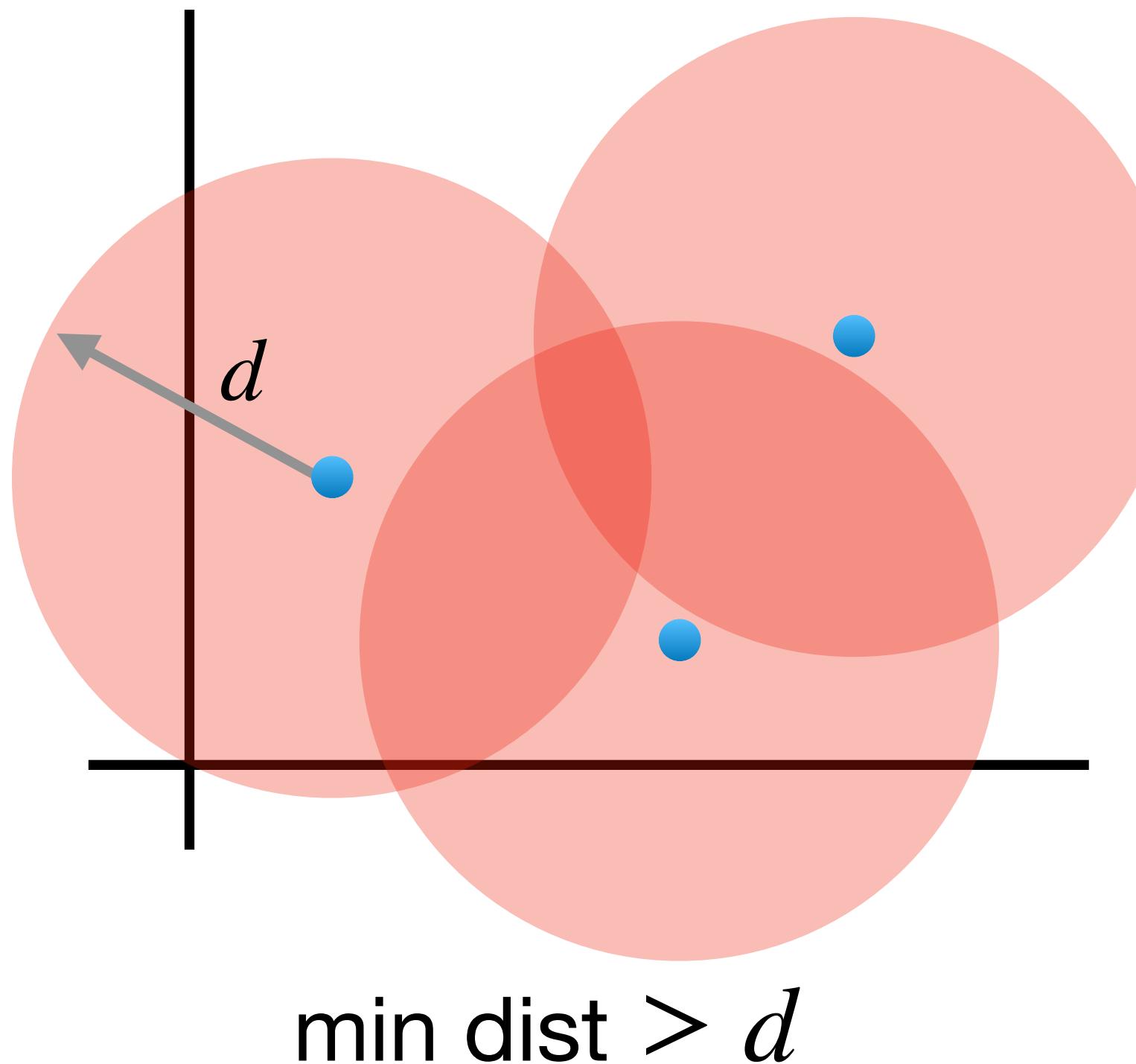
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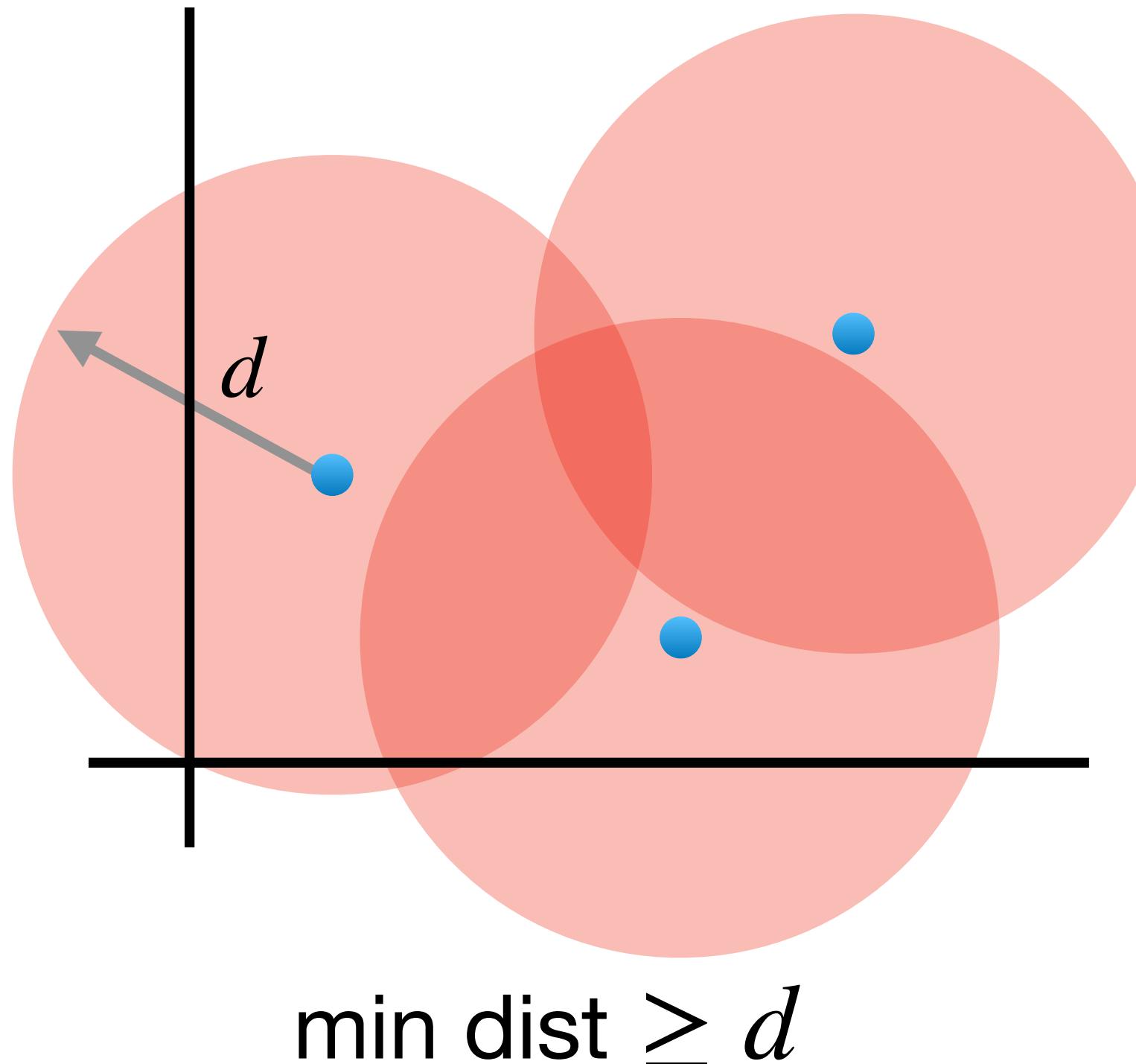
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Minimum distance and error-correction

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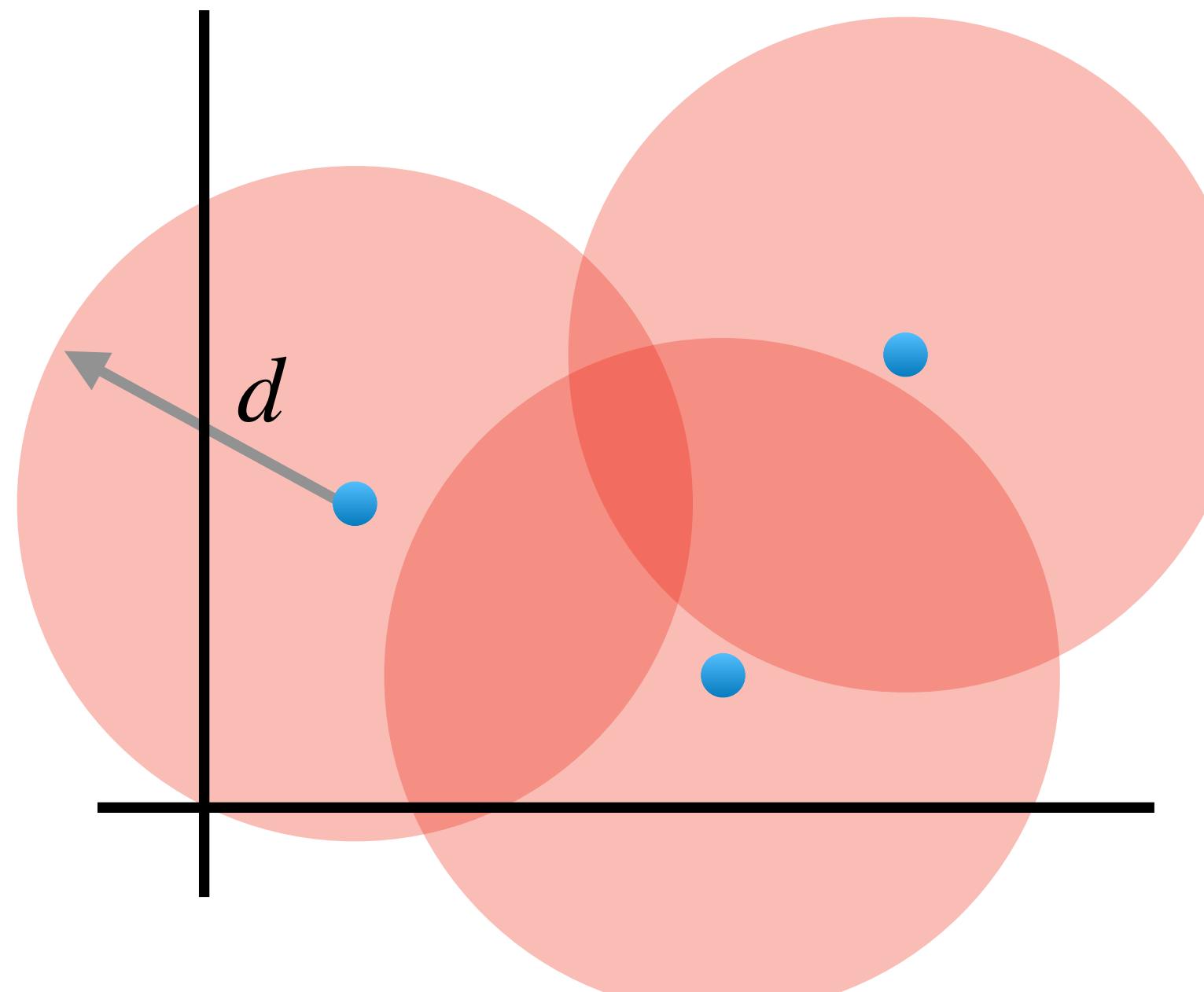
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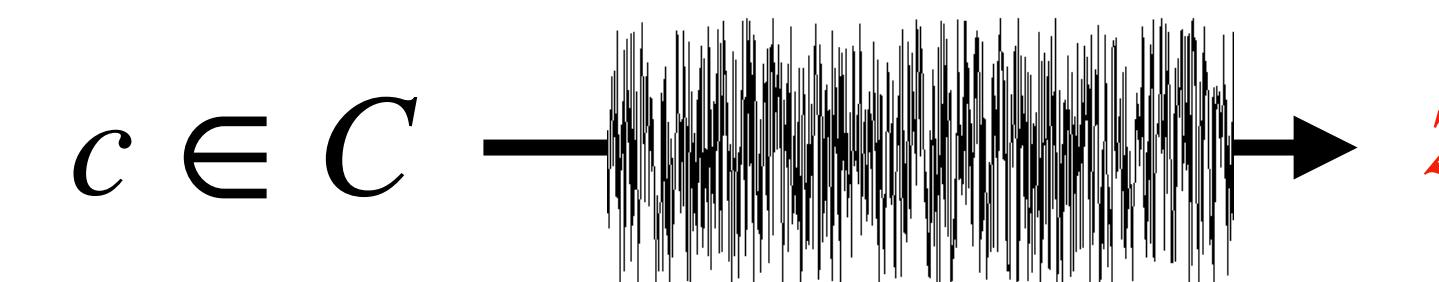
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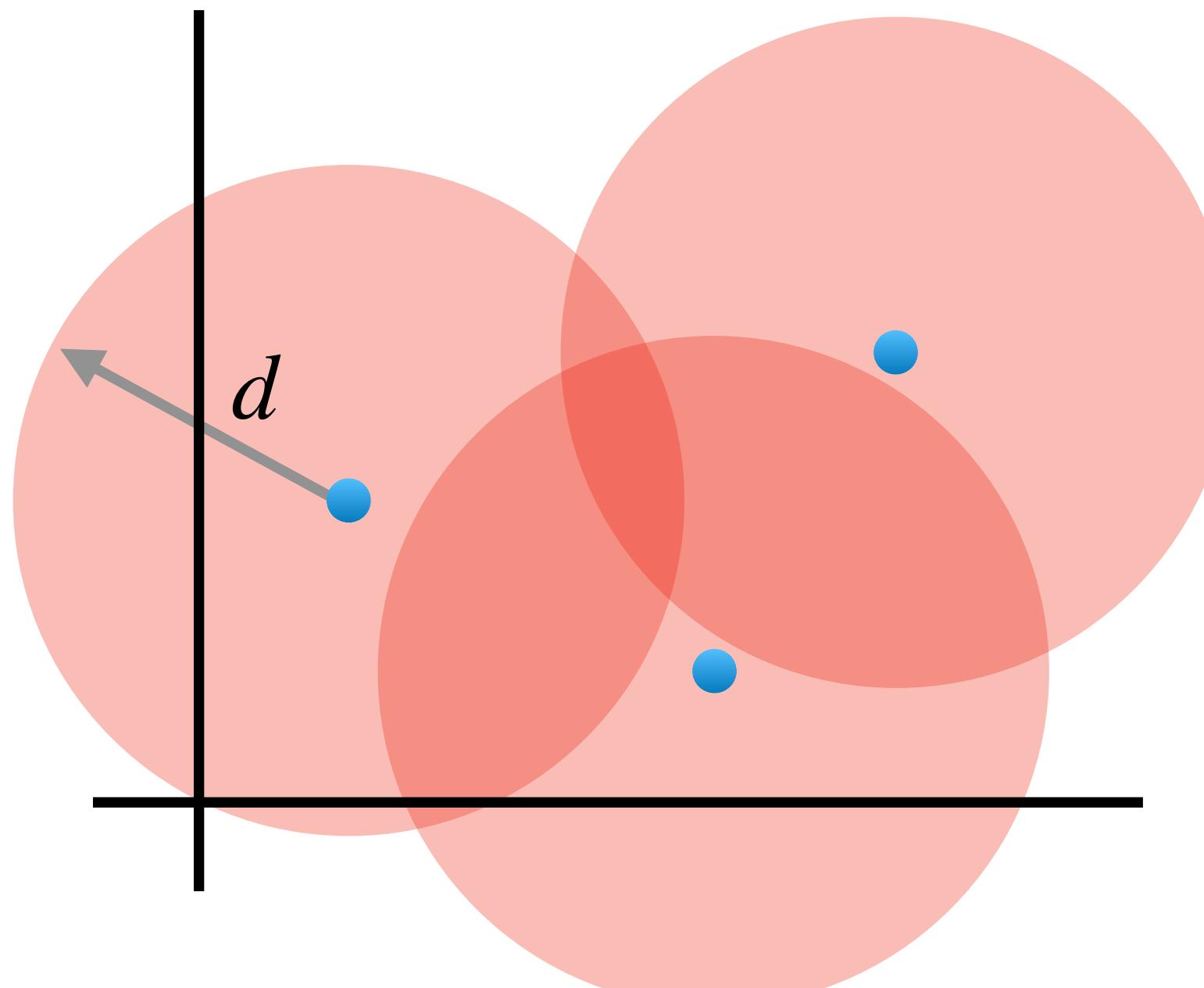


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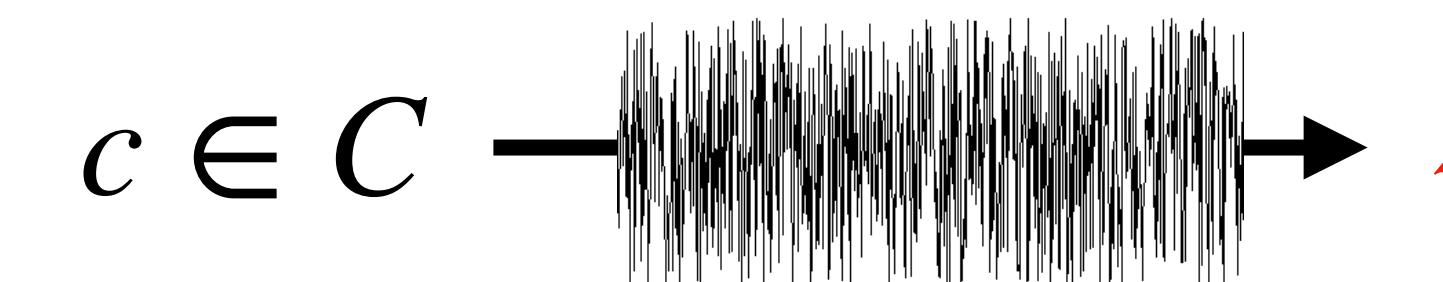
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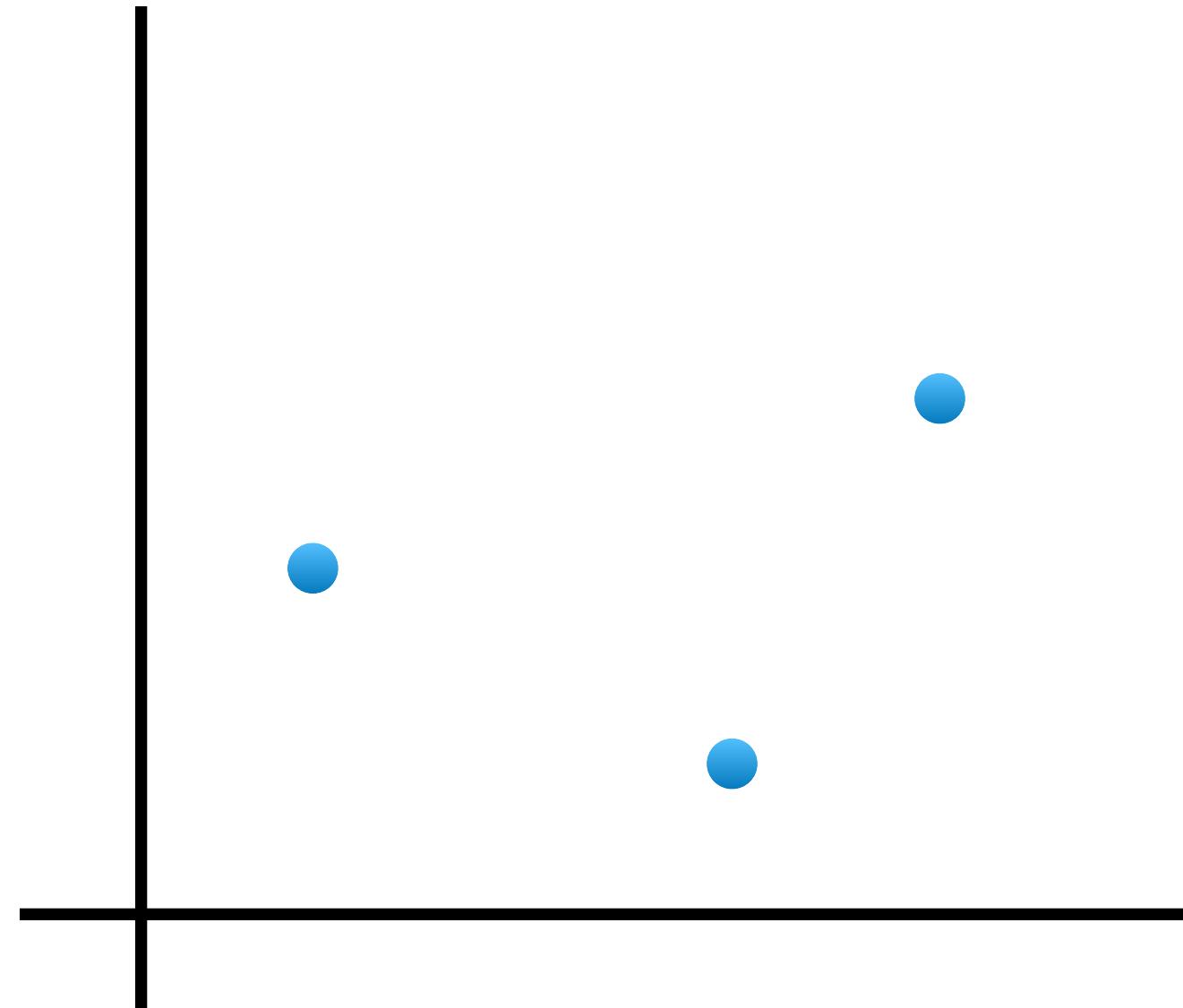
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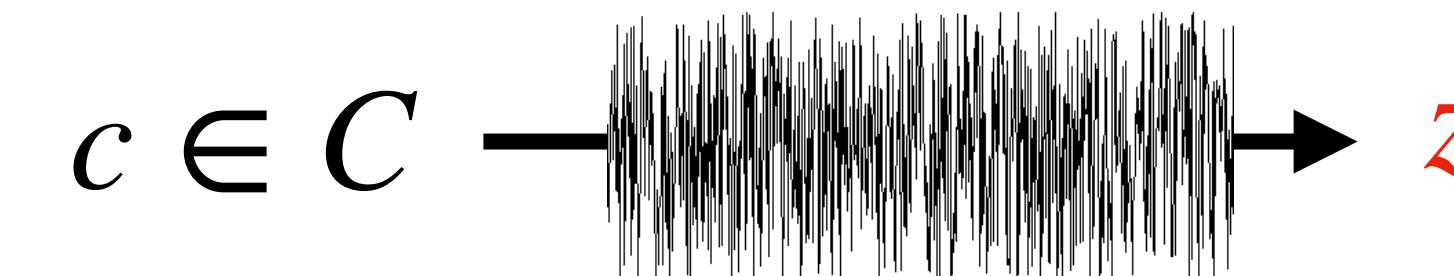
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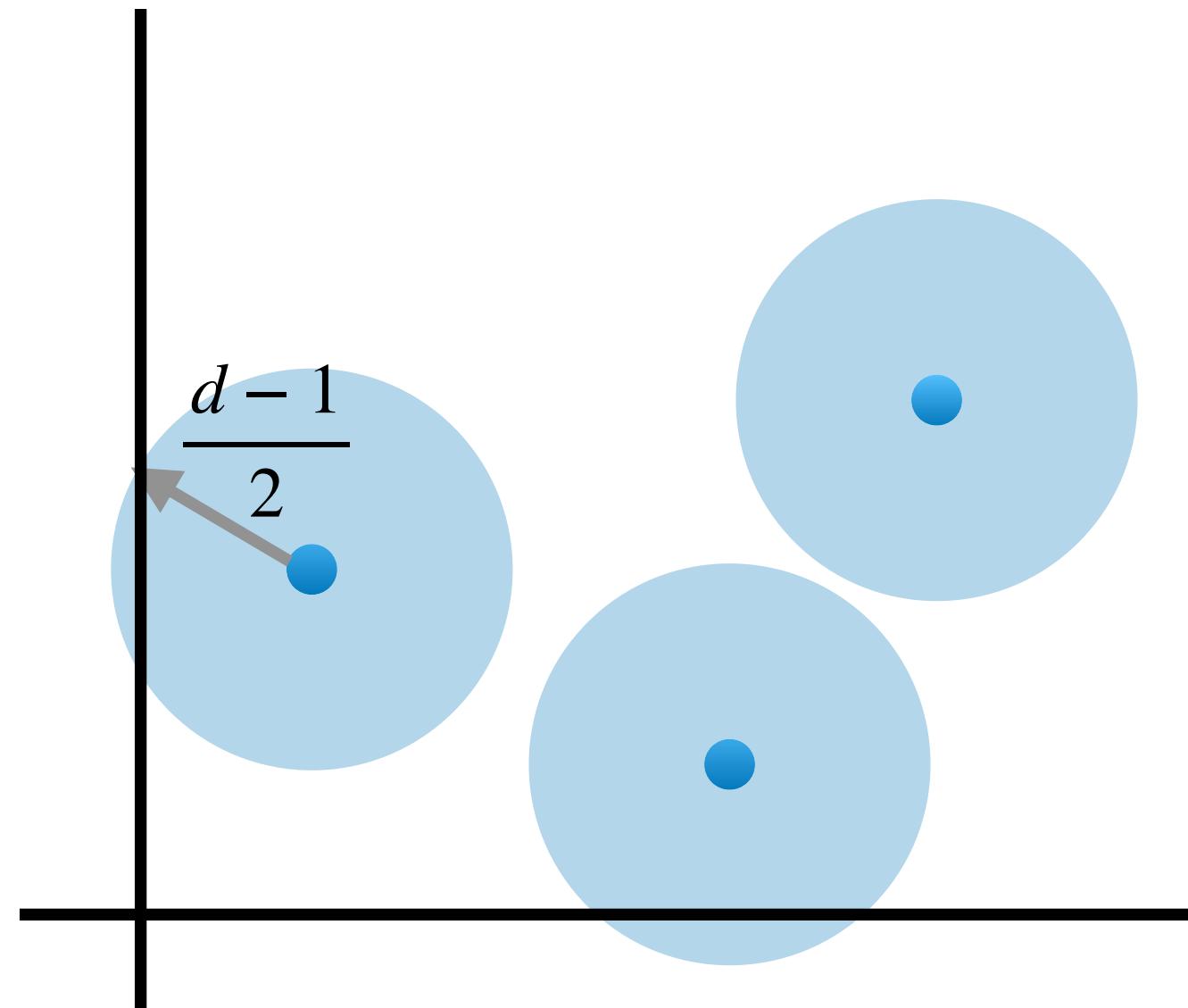
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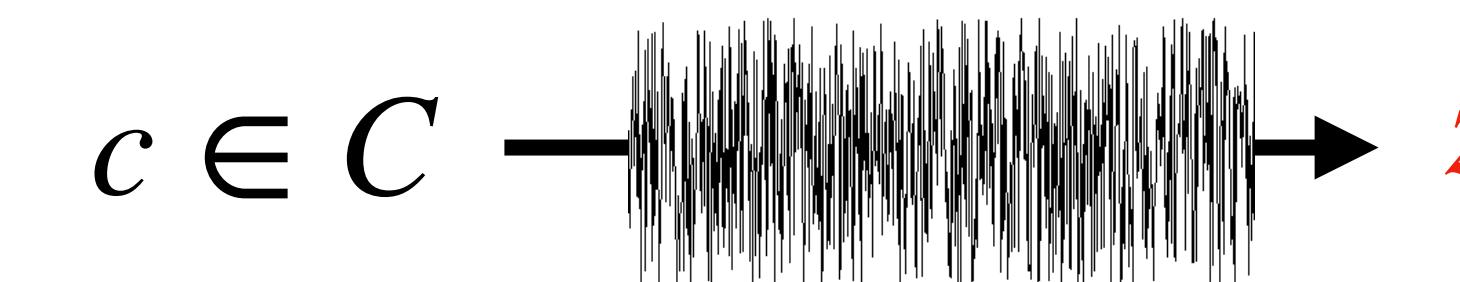
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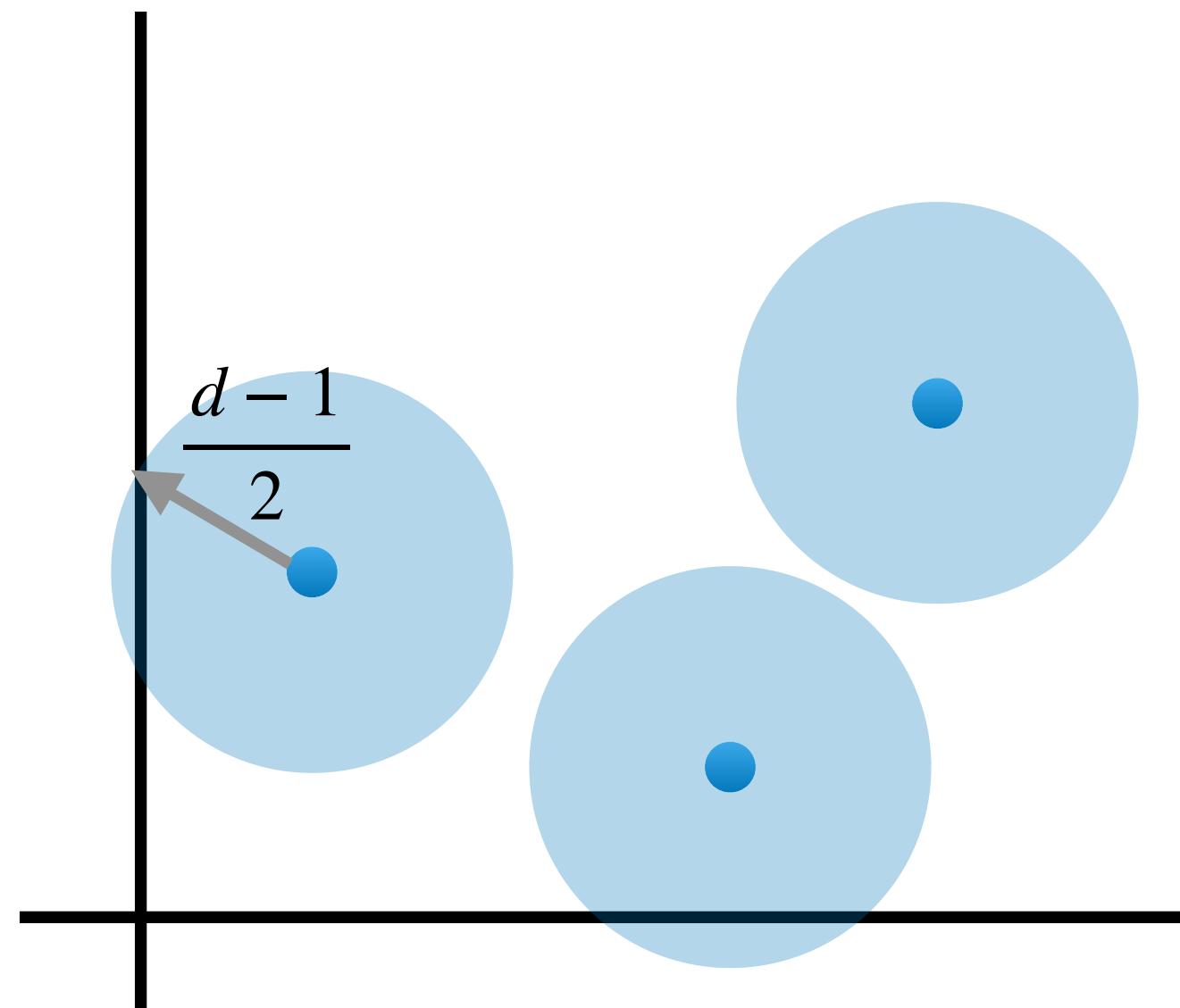
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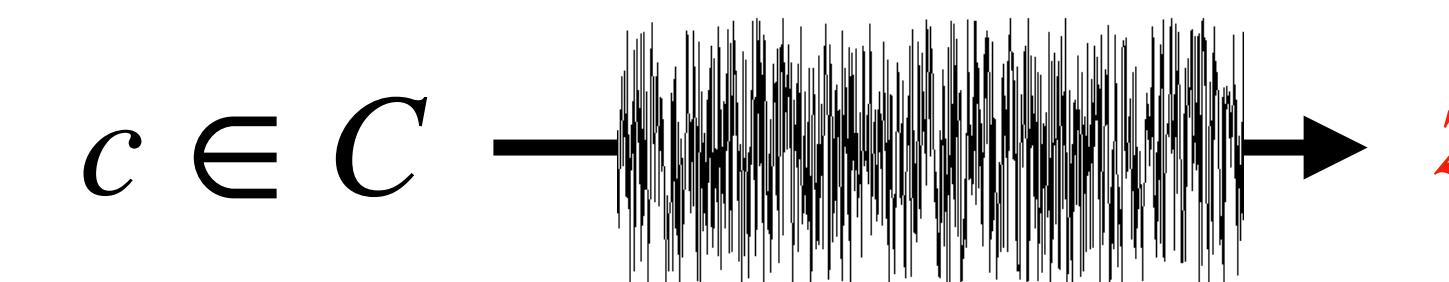
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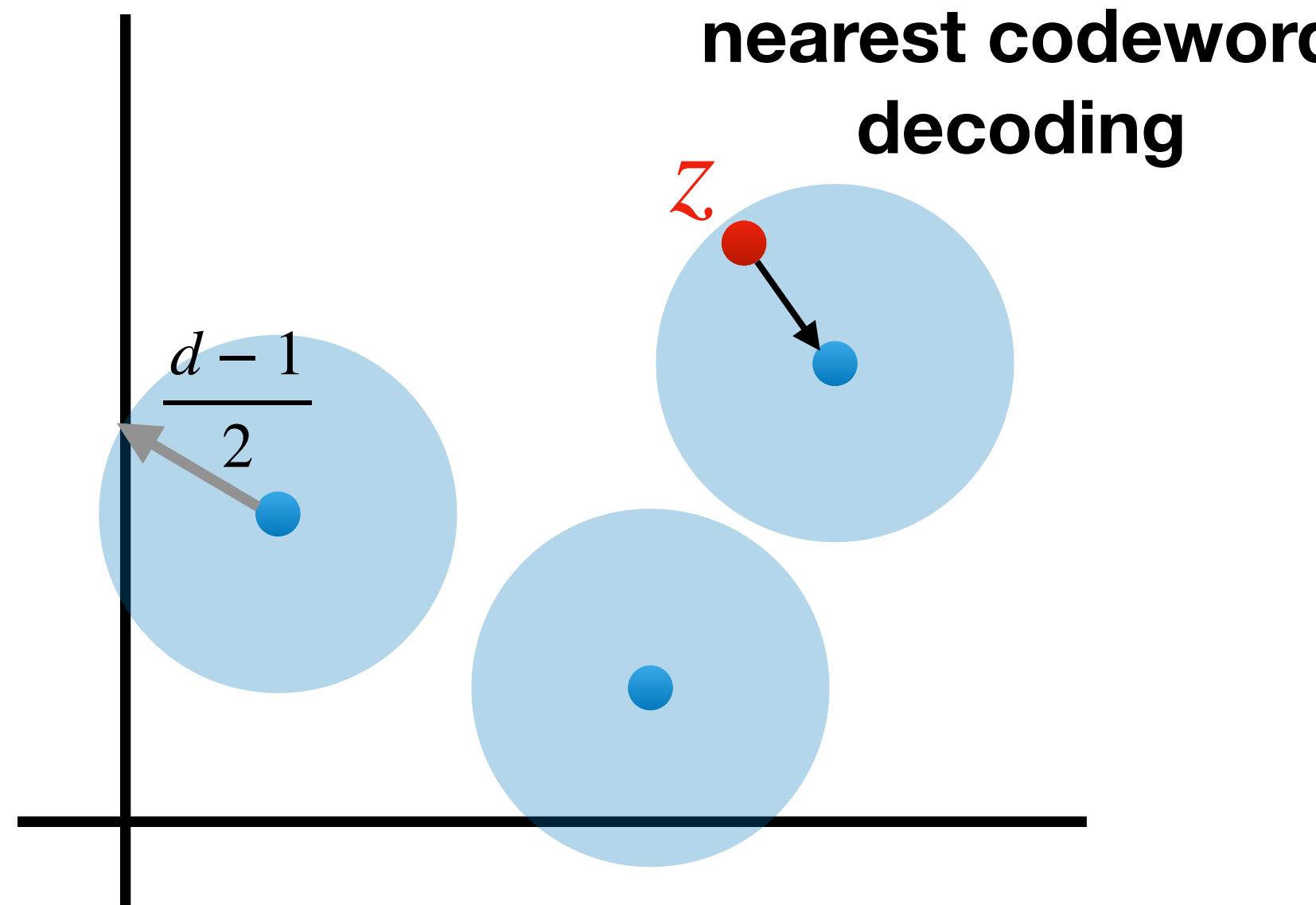
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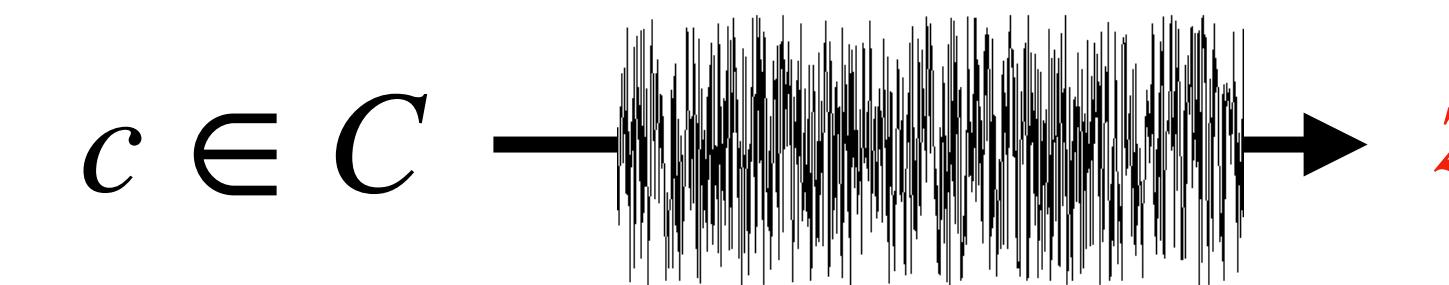
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Fundamental coding problems

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?

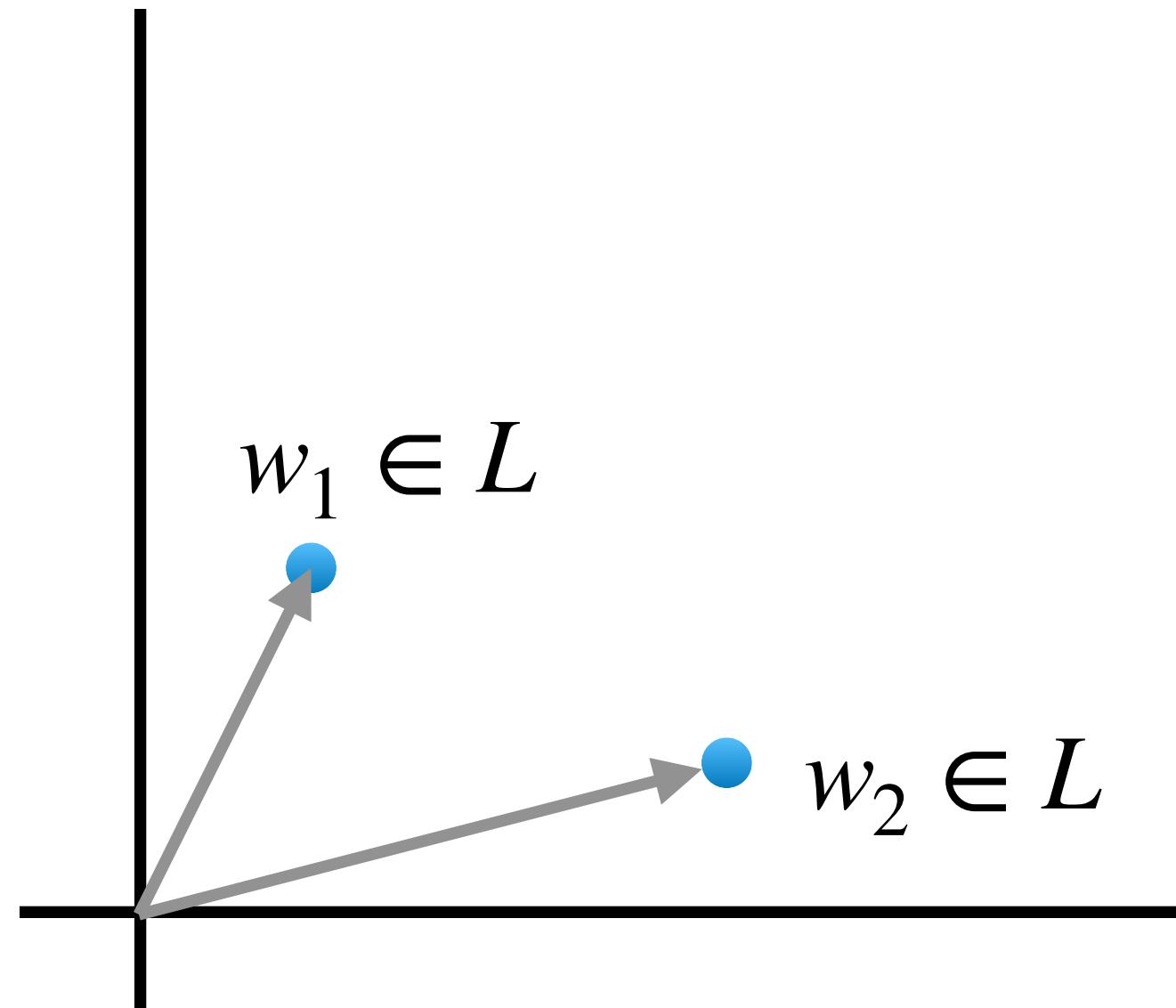
$L \subseteq \mathbb{R}^n$ is a lattice if it is a discrete subgroup of \mathbb{R}^n .

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

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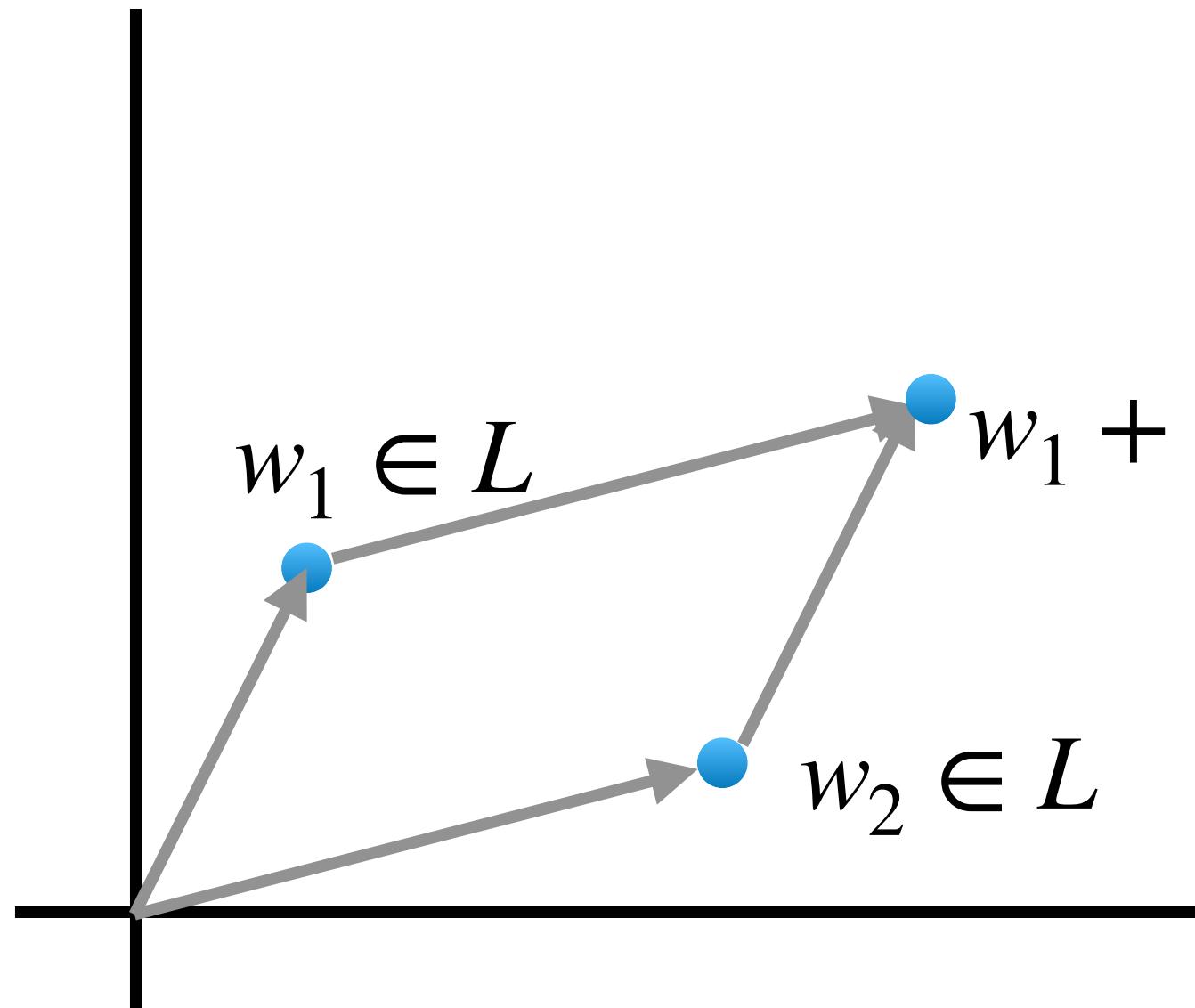
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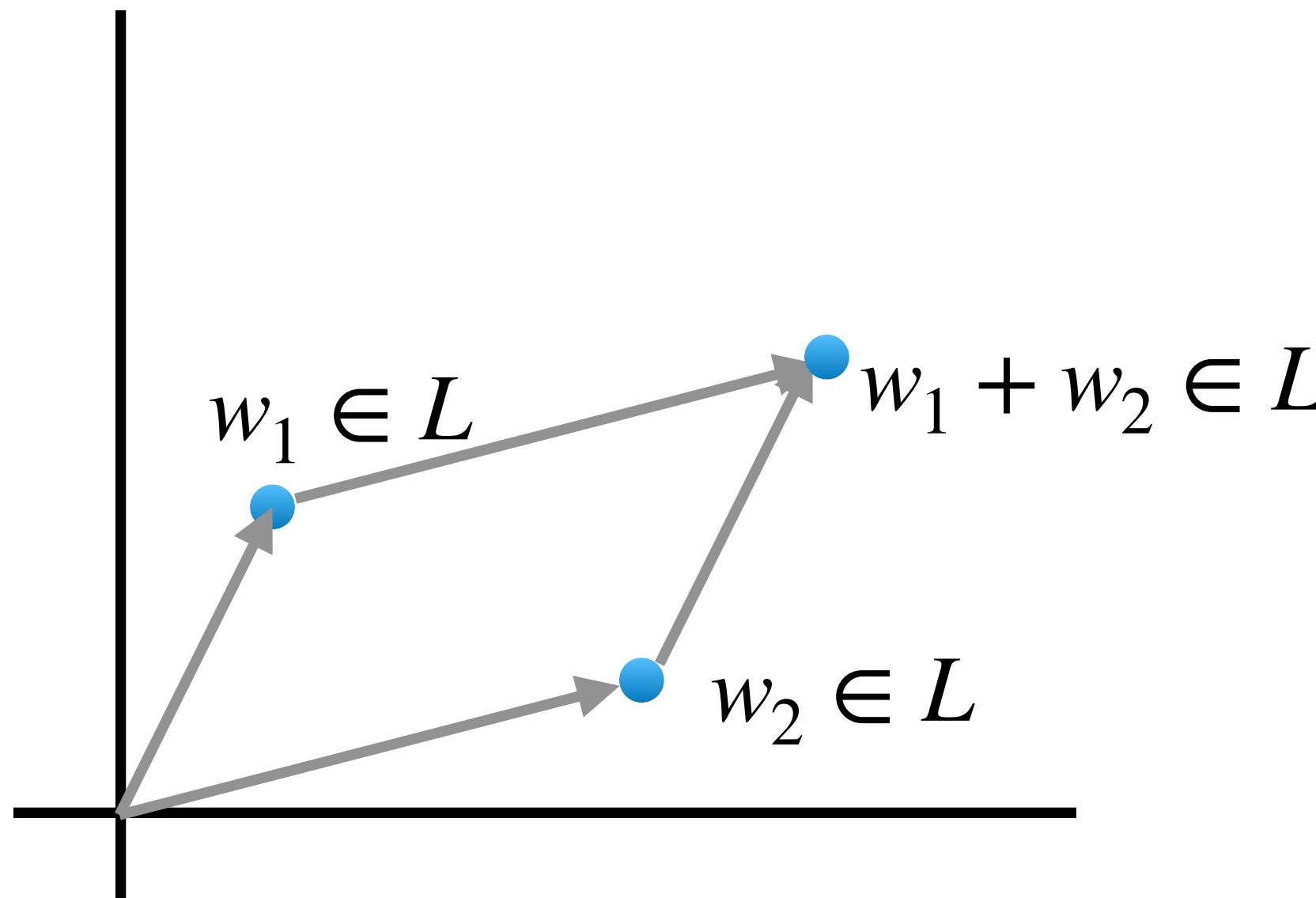
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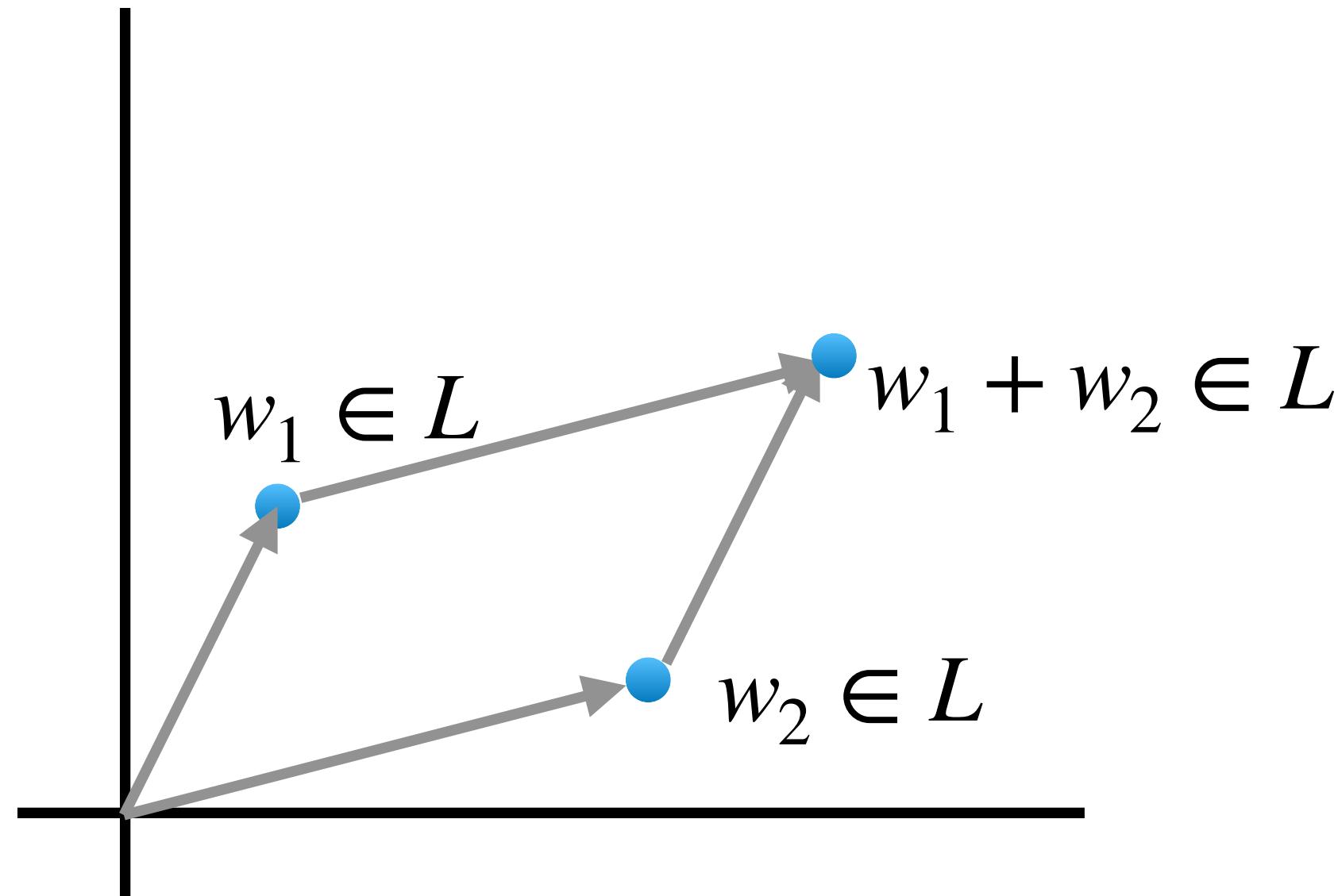


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“Minimum distance” of L :

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

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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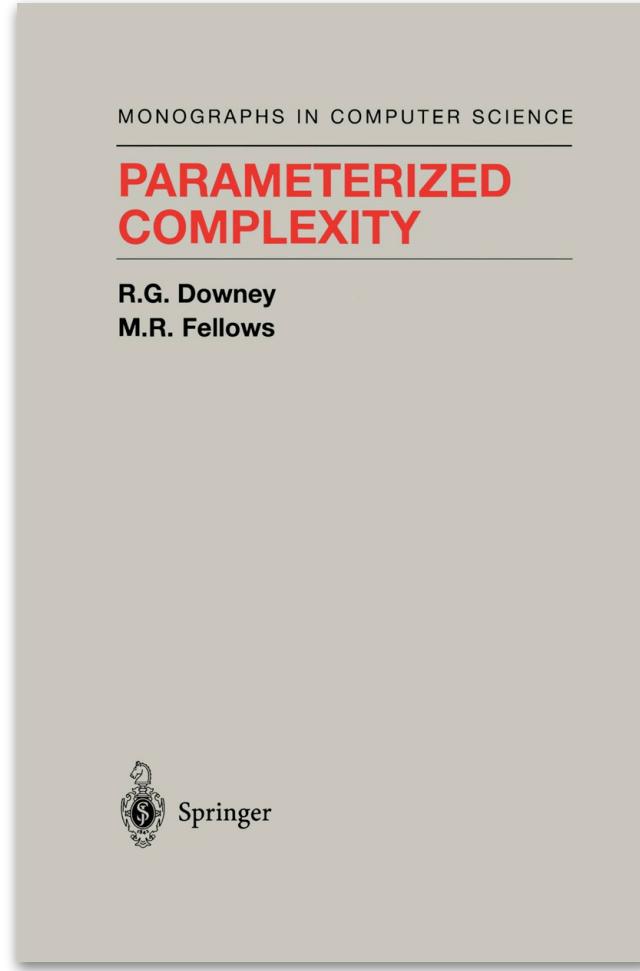
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Still pretty hard!

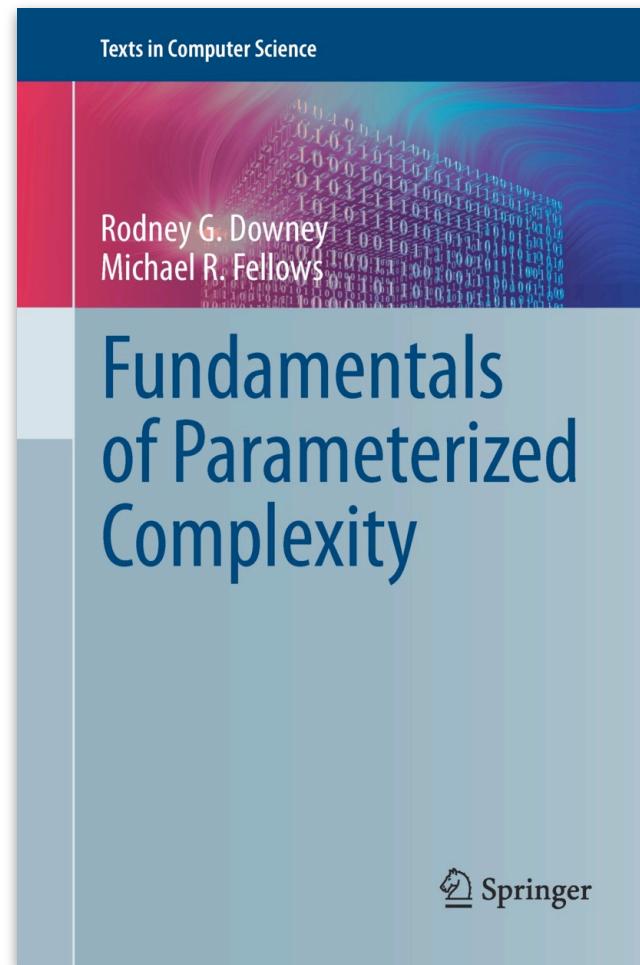
All **NP-hard** for arbitrary constant approximation factor γ (and beyond):

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

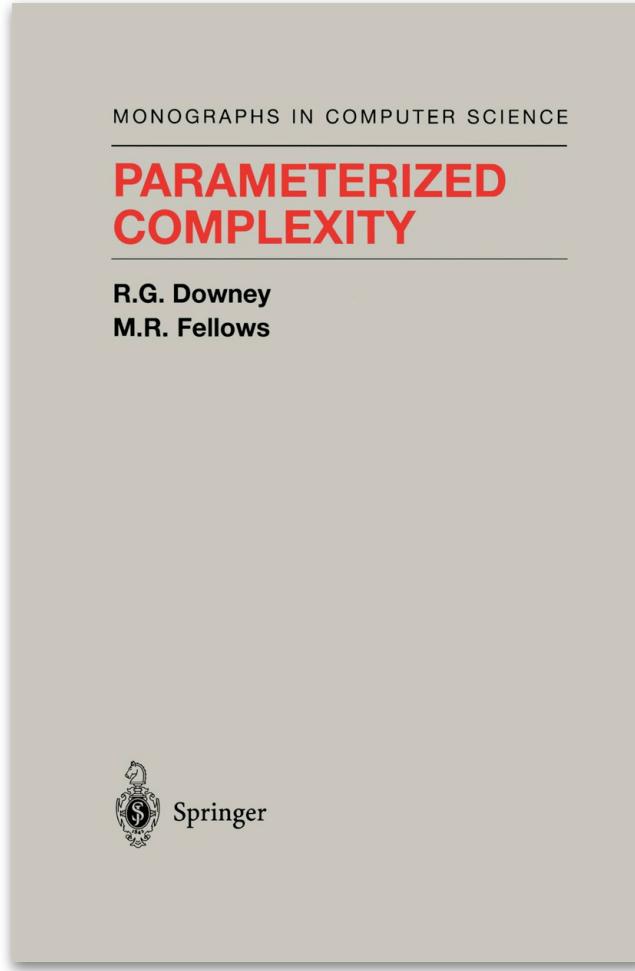
Parameterized complexity



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



Parameterized complexity

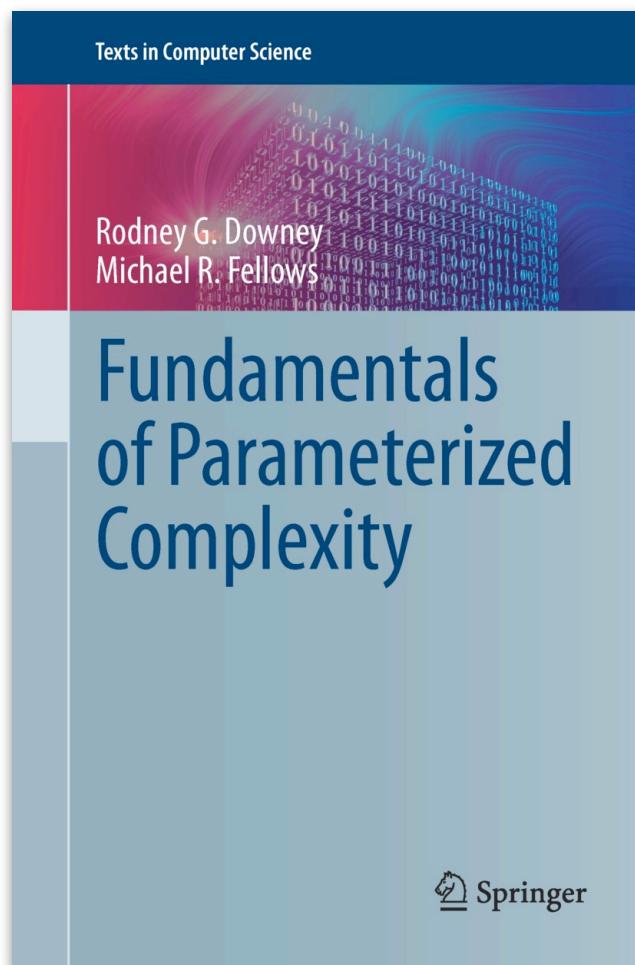


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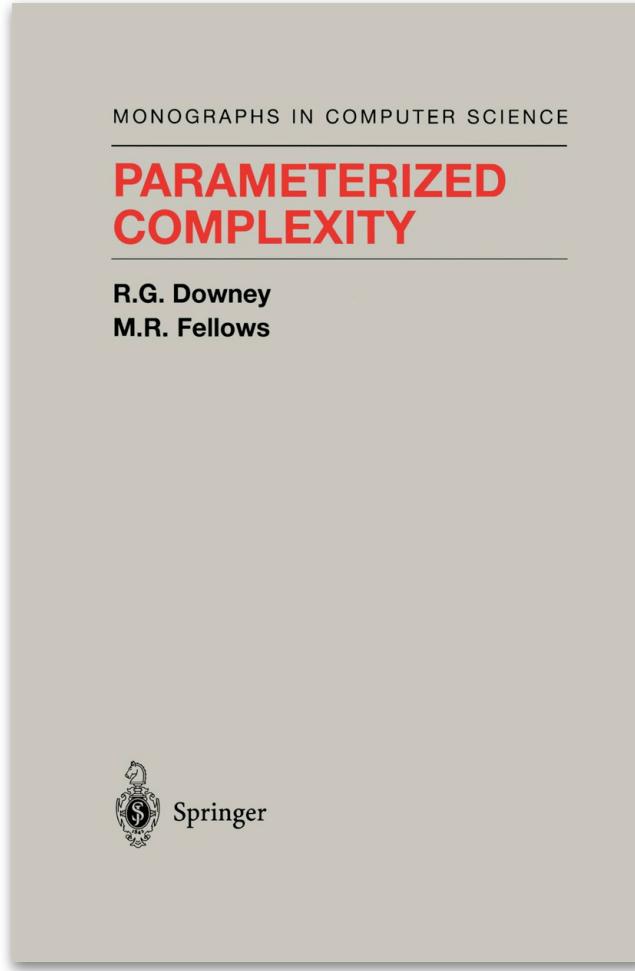
Example: Vertex Cover

Input: n -vertex graph G and parameter k

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



Parameterized complexity

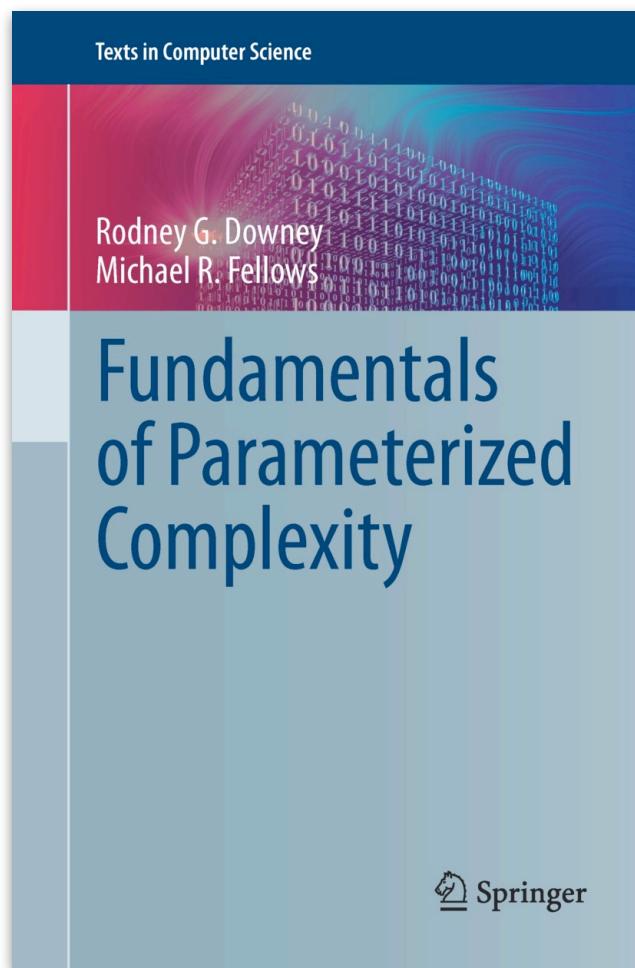


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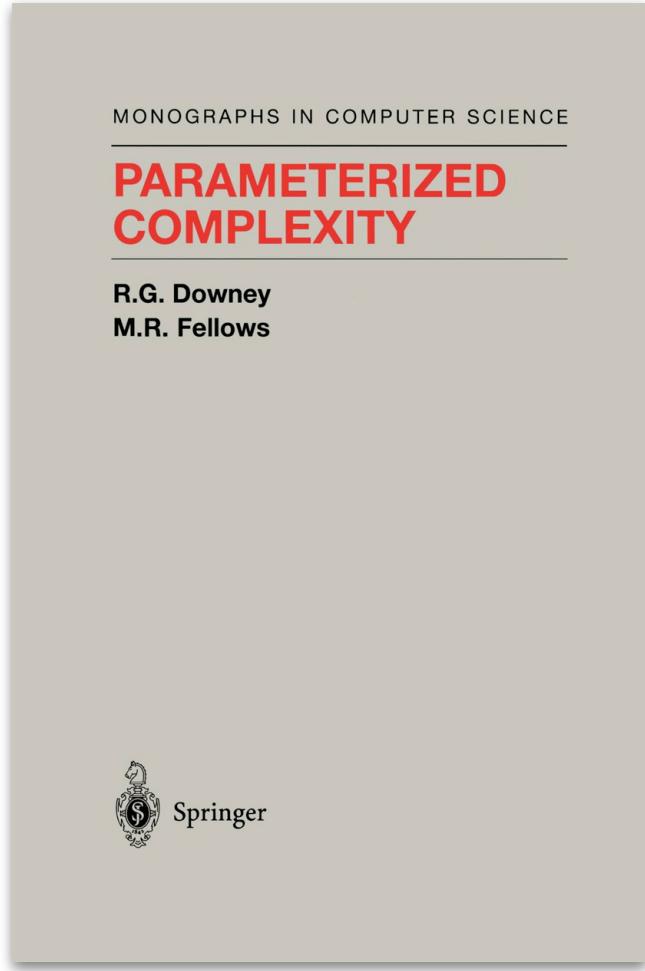
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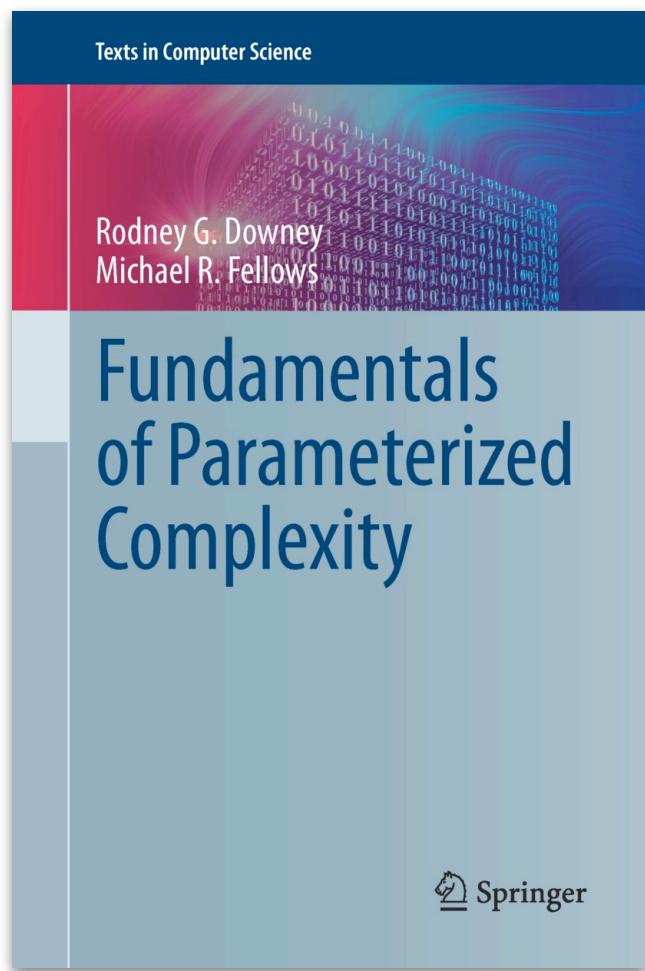


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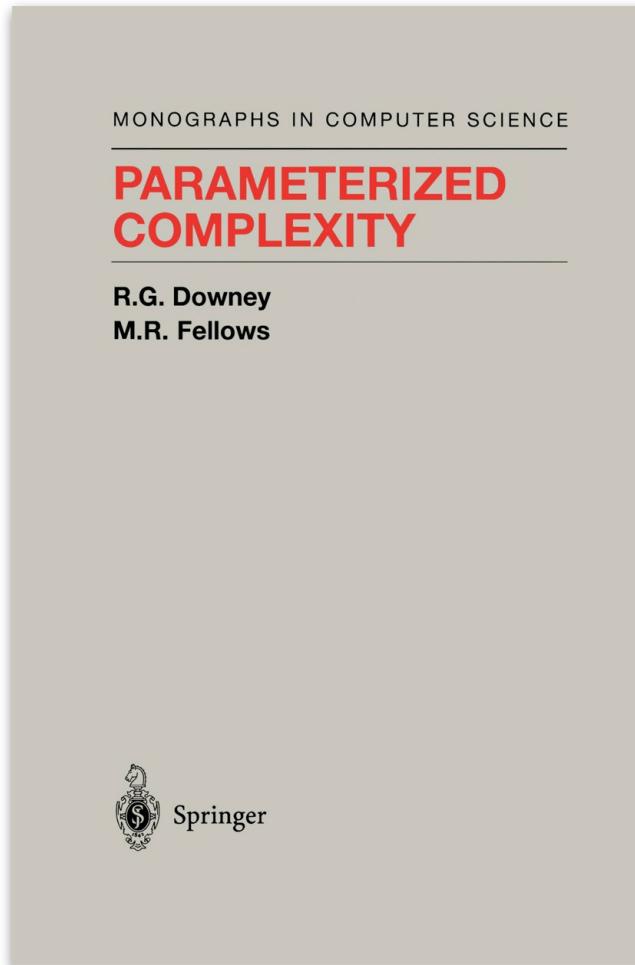


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⇒ **Practical algo for Vertex Cover instances with small k !**

Parameterized complexity

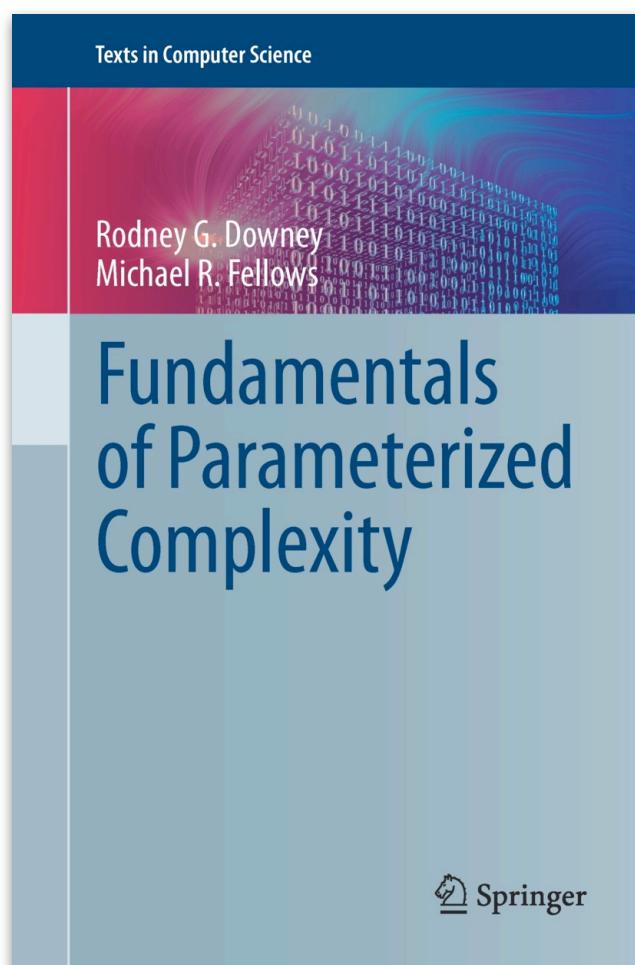
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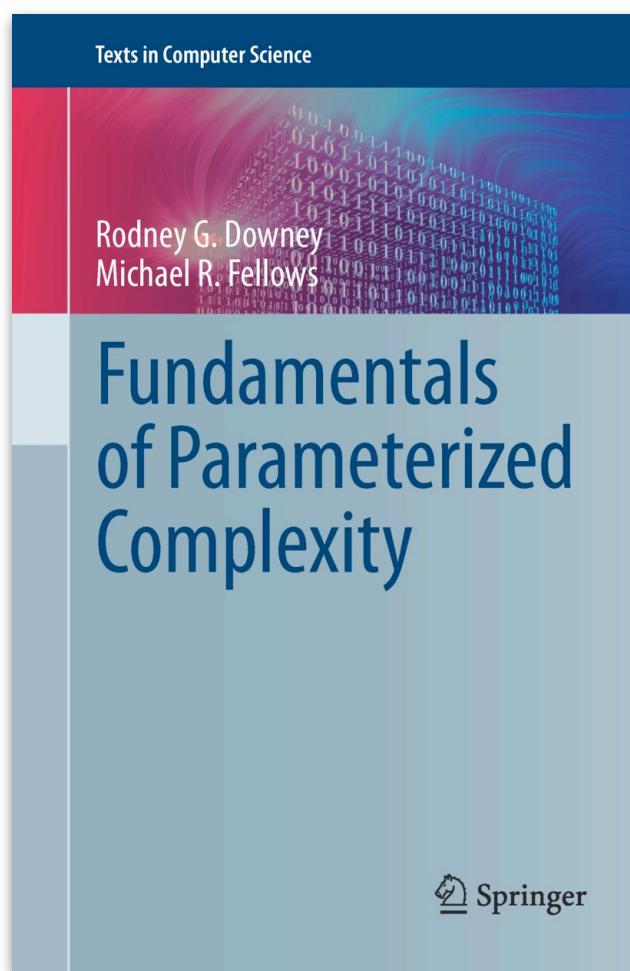
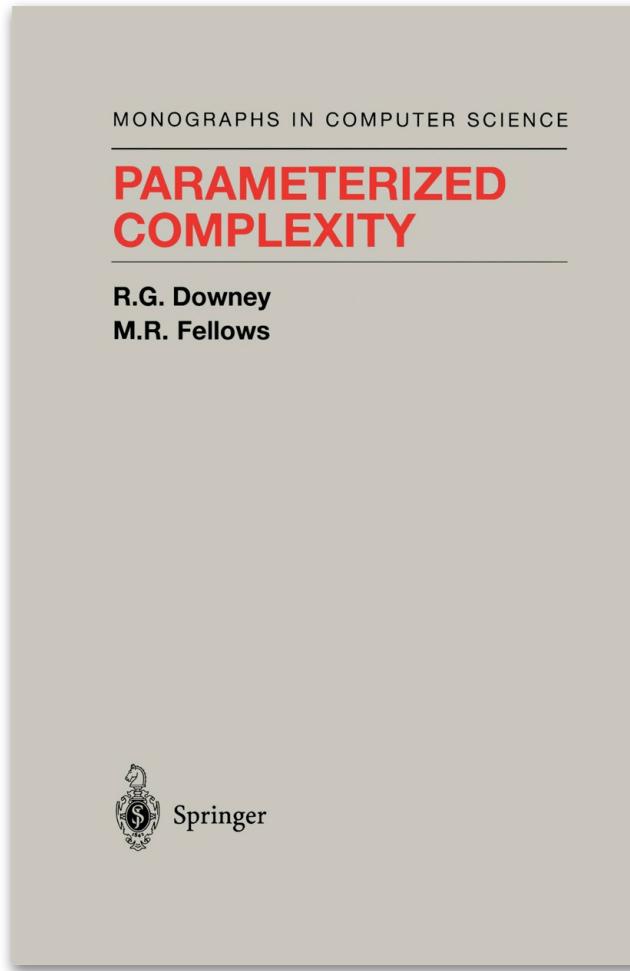
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$$f(k) \cdot |x|^{O(1)}$$

for **some** function f .



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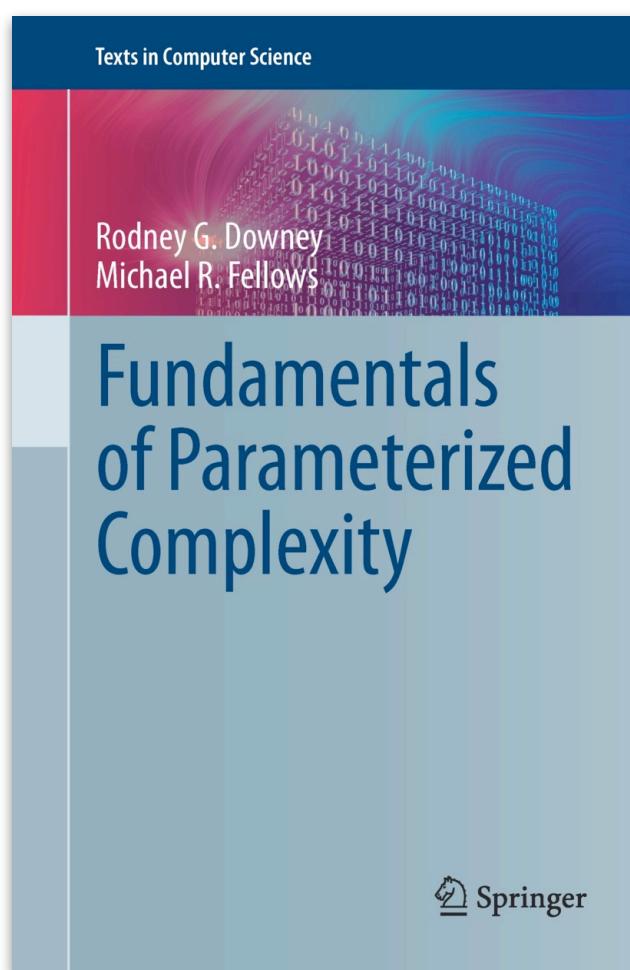
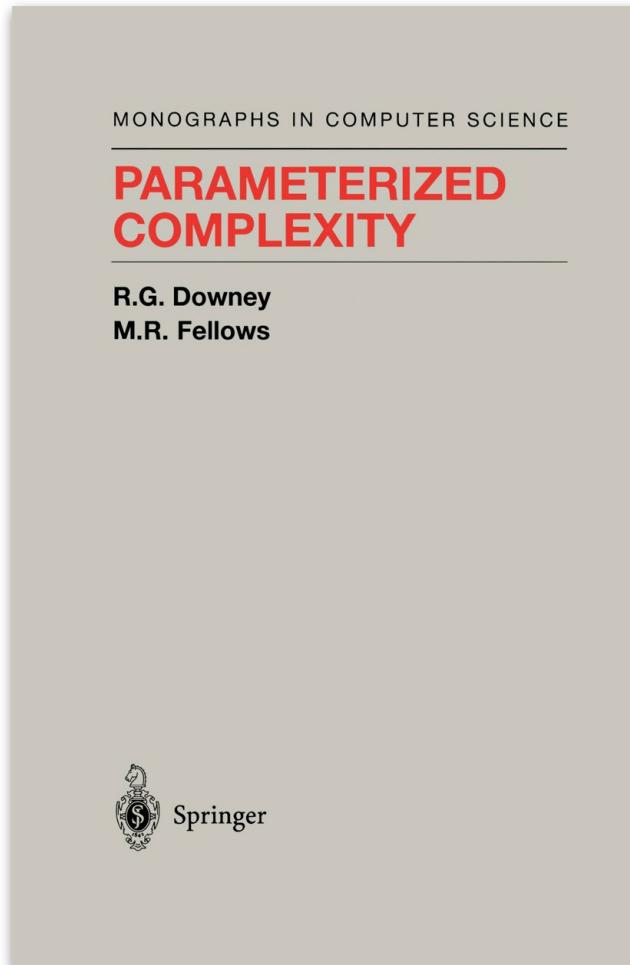
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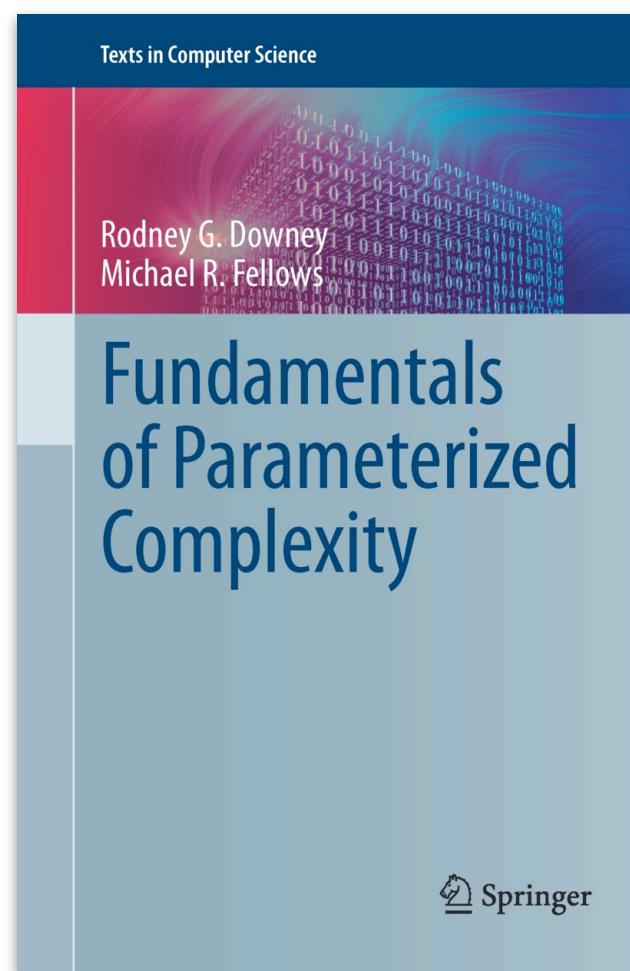
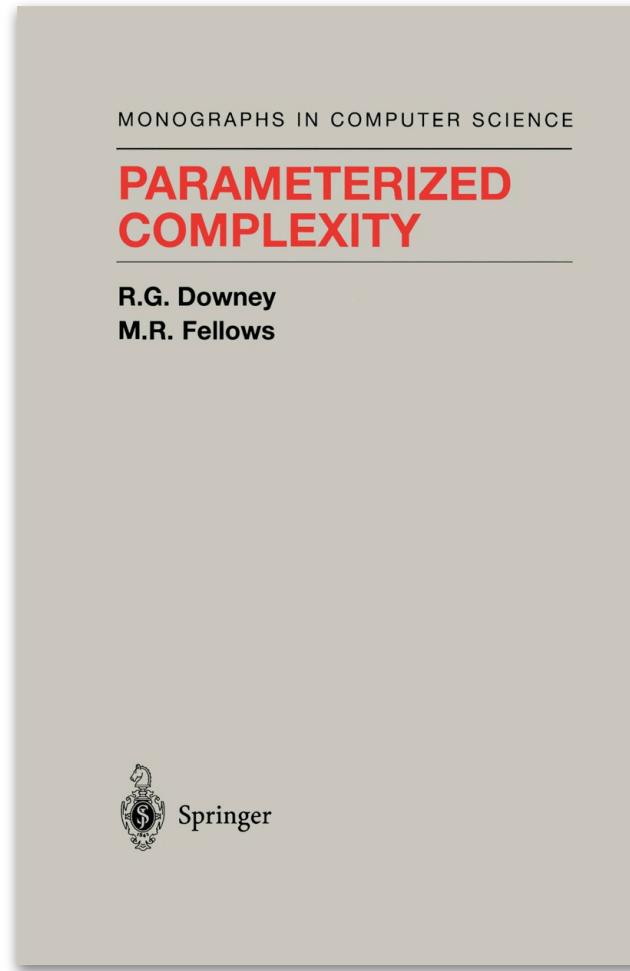
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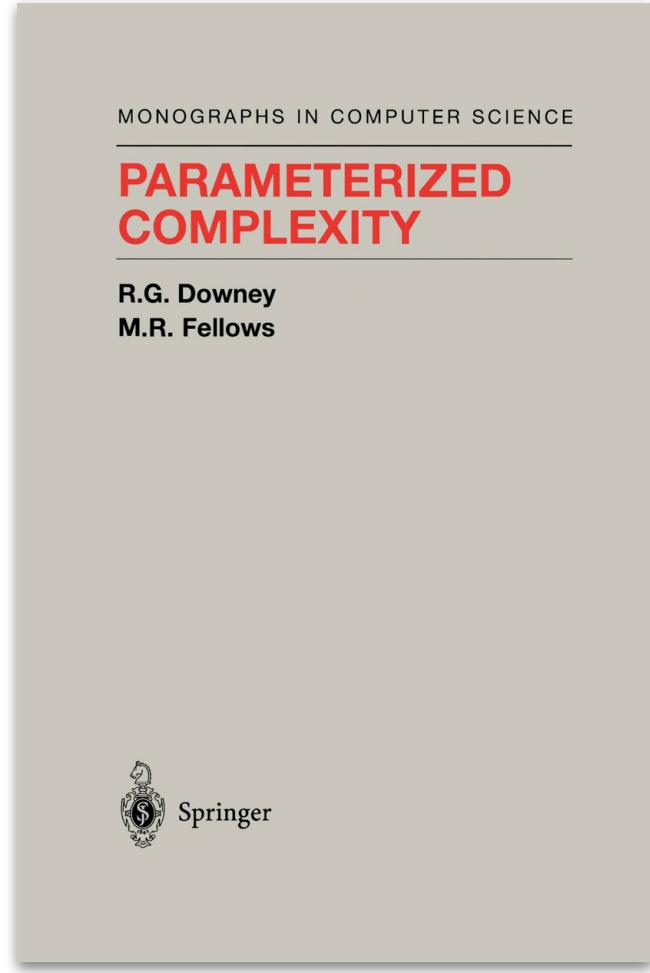
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Example: Vertex Cover parameterized by cover size is FPT!

Are there interesting problems believed not to be FPT?

Parameterized complexity

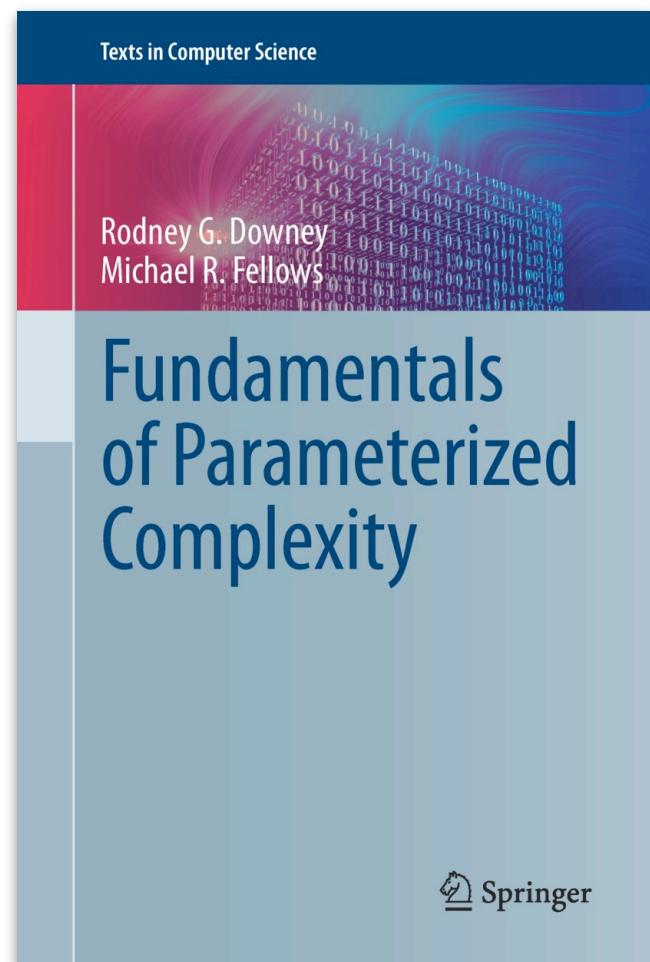


Clique

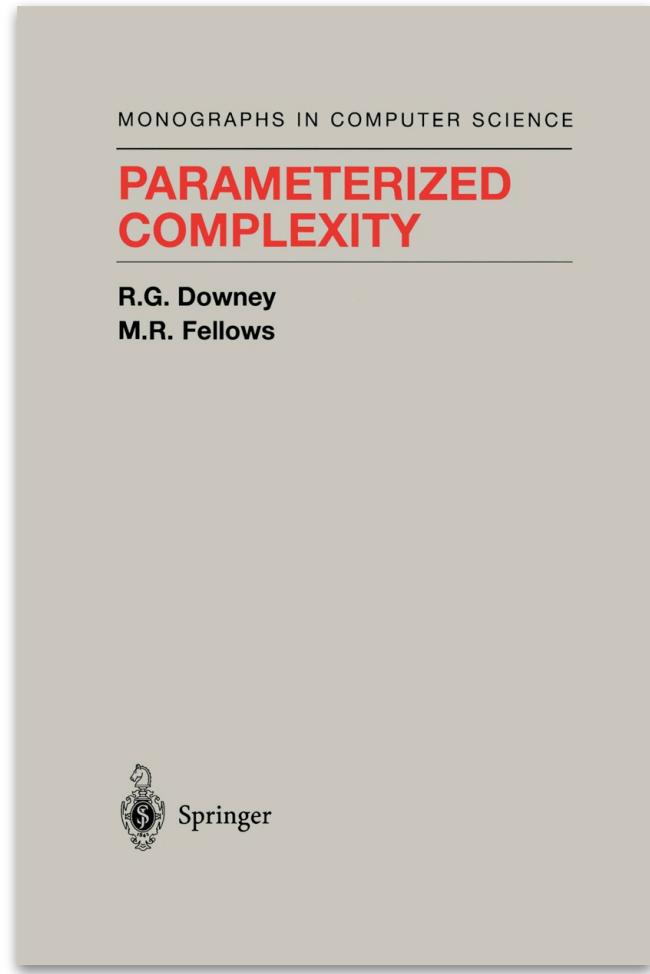
Input: n -vertex graph G and **parameter of interest** k

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 .



Parameterized complexity

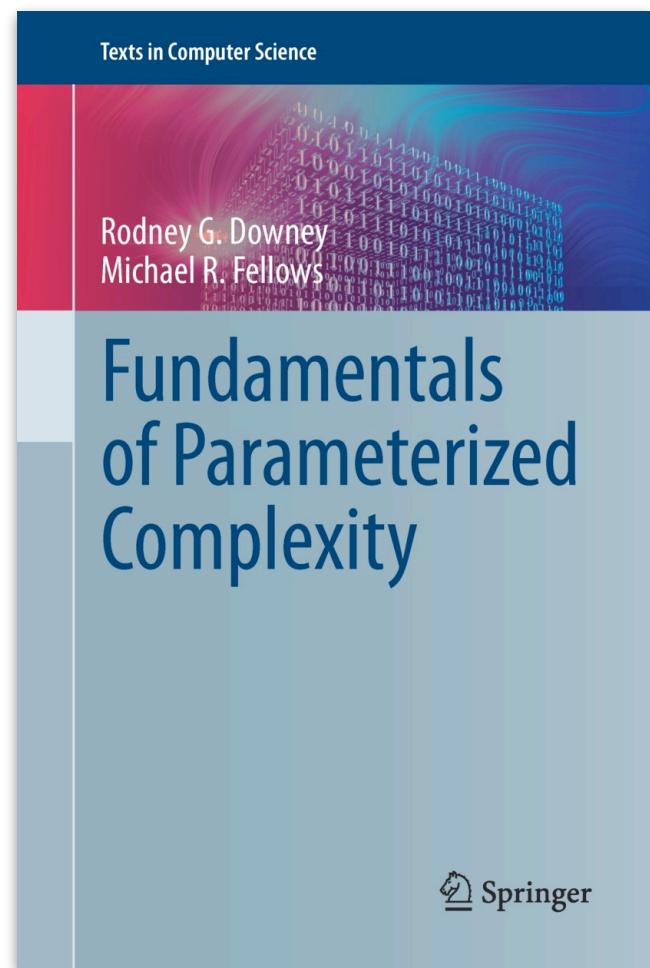


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FPT reduction:

(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:

(G, k)
Clique instance

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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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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:

$\gamma\text{-CVP}_p$ is $W[1]$ -hard for all $p \geq 1$ and γ

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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 $\gamma\text{-CVP}_p$ is NP-hard, and reduce it to $\gamma'\text{-SVP}_p$.

Want: Transform a $\gamma\text{-CVP}_p$ instance (B, d, t) into a $\gamma'\text{-SVP}_p$ instance (B', d') .

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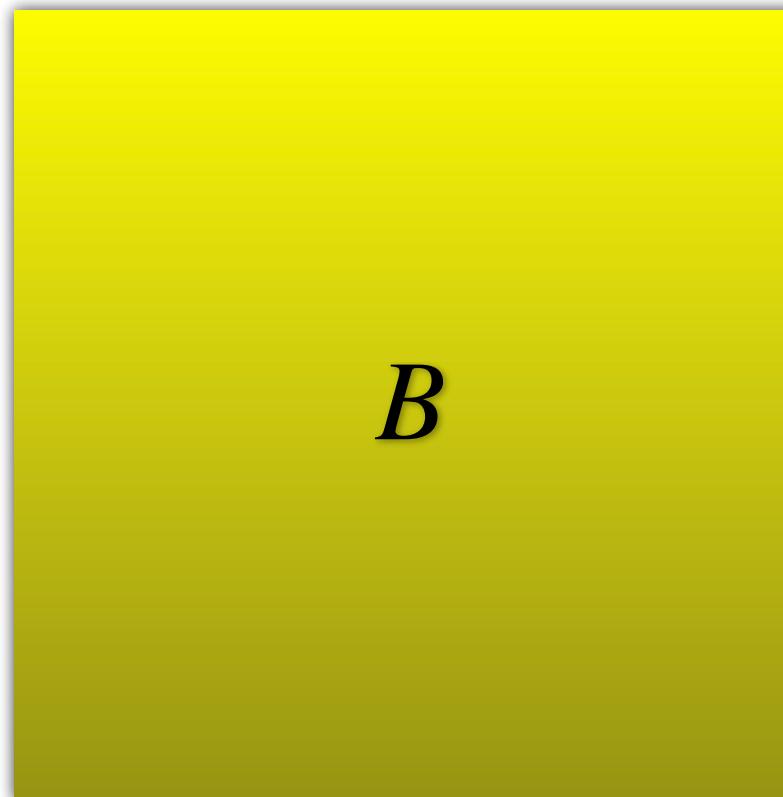
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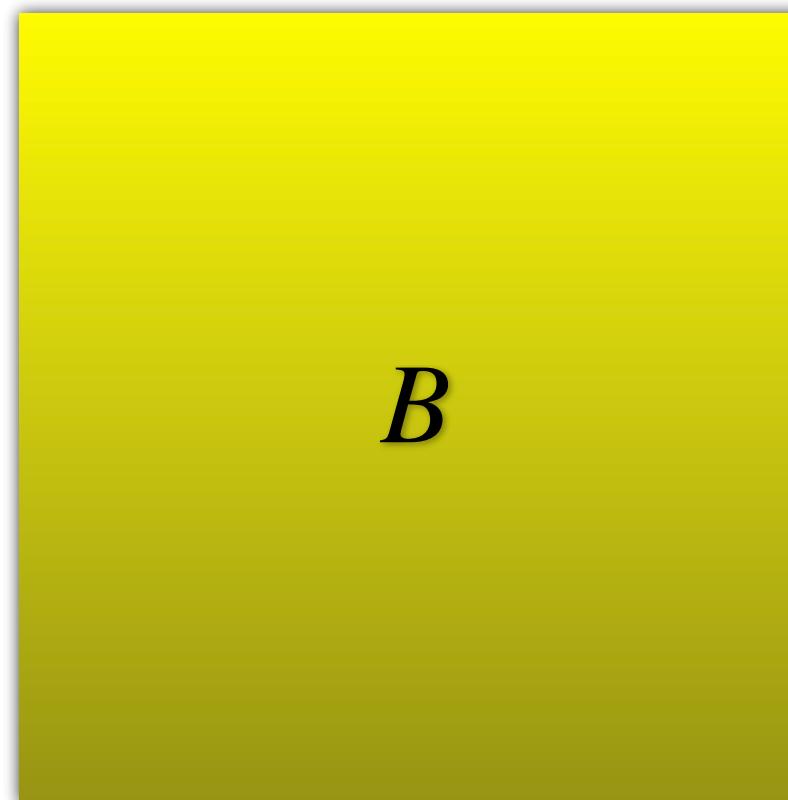
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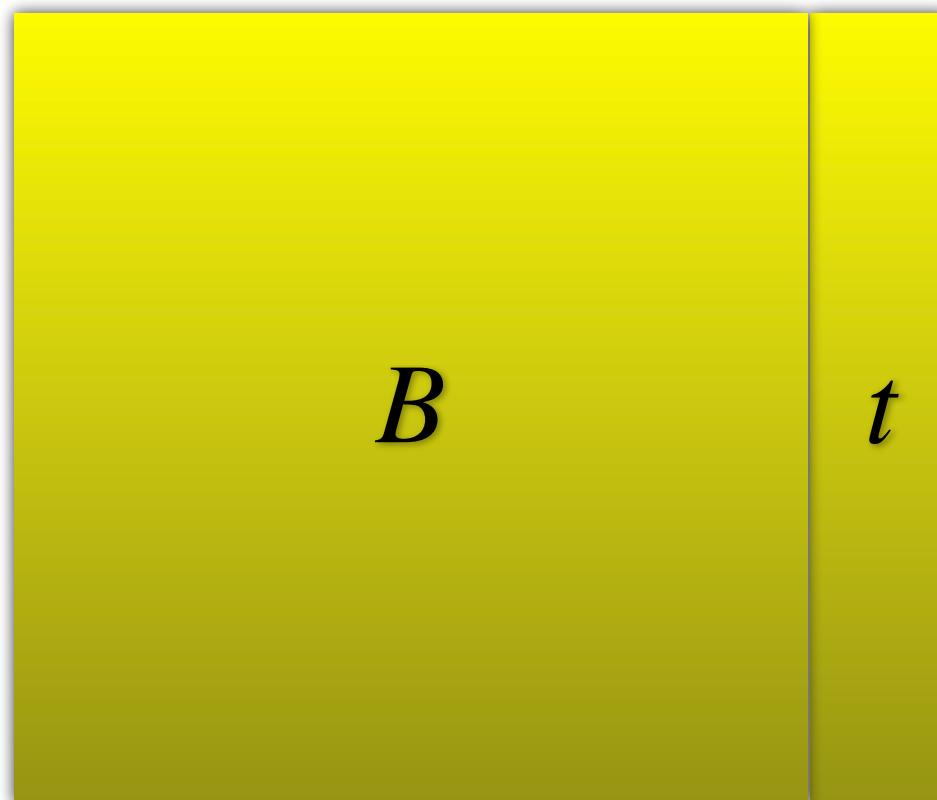
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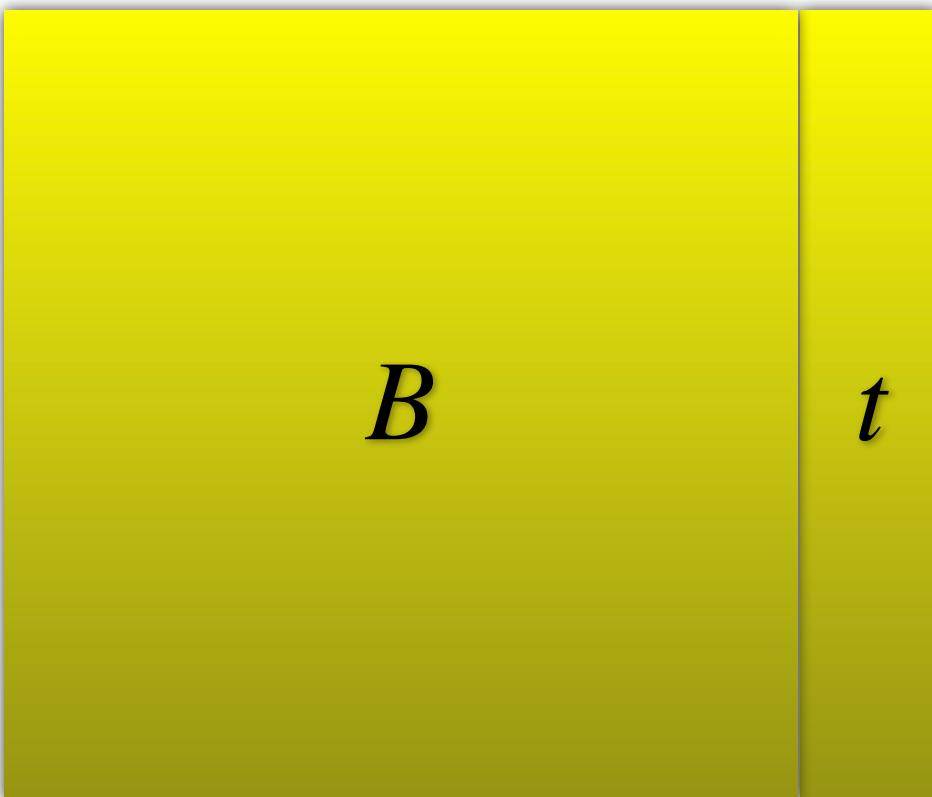
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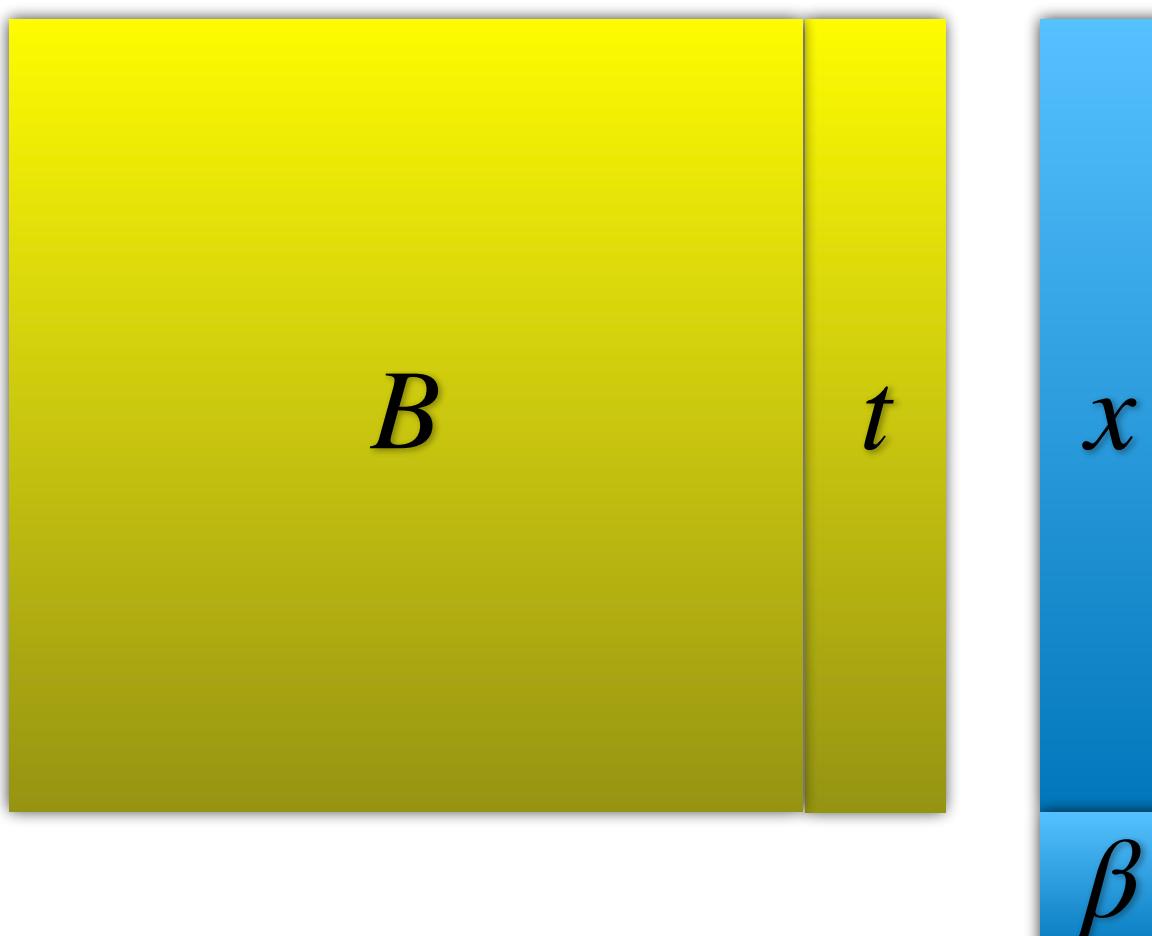
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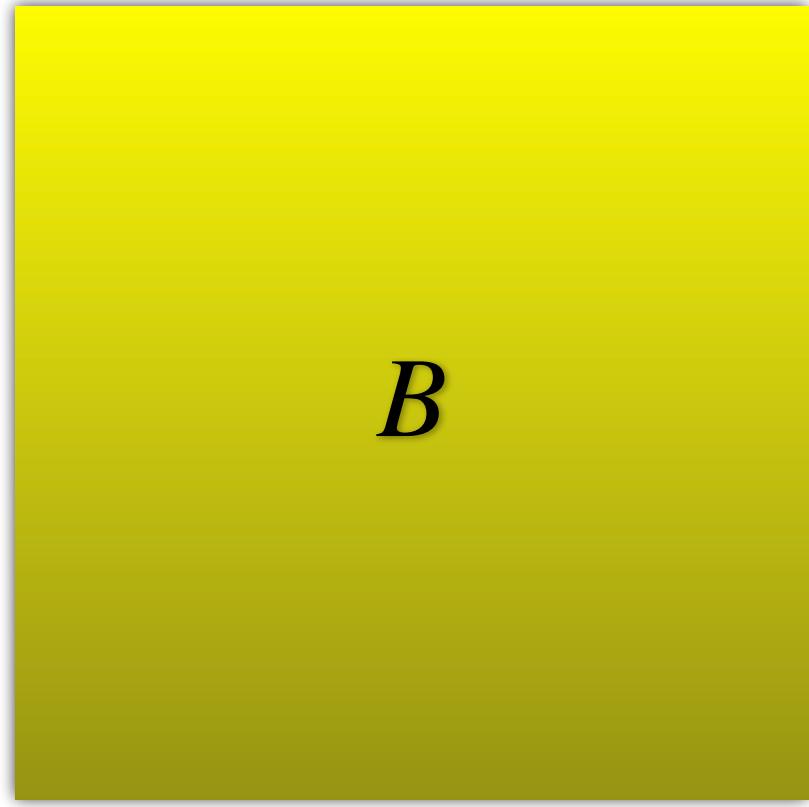
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If (B, d, t) is NO instance of $\gamma\text{-CVP}_p$...

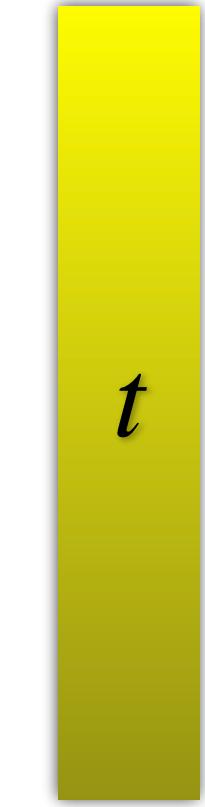
- $\beta \neq 0$: Then $\|Bx + \beta t\|_p$ is large
- $\beta = 0$: No guarantees...

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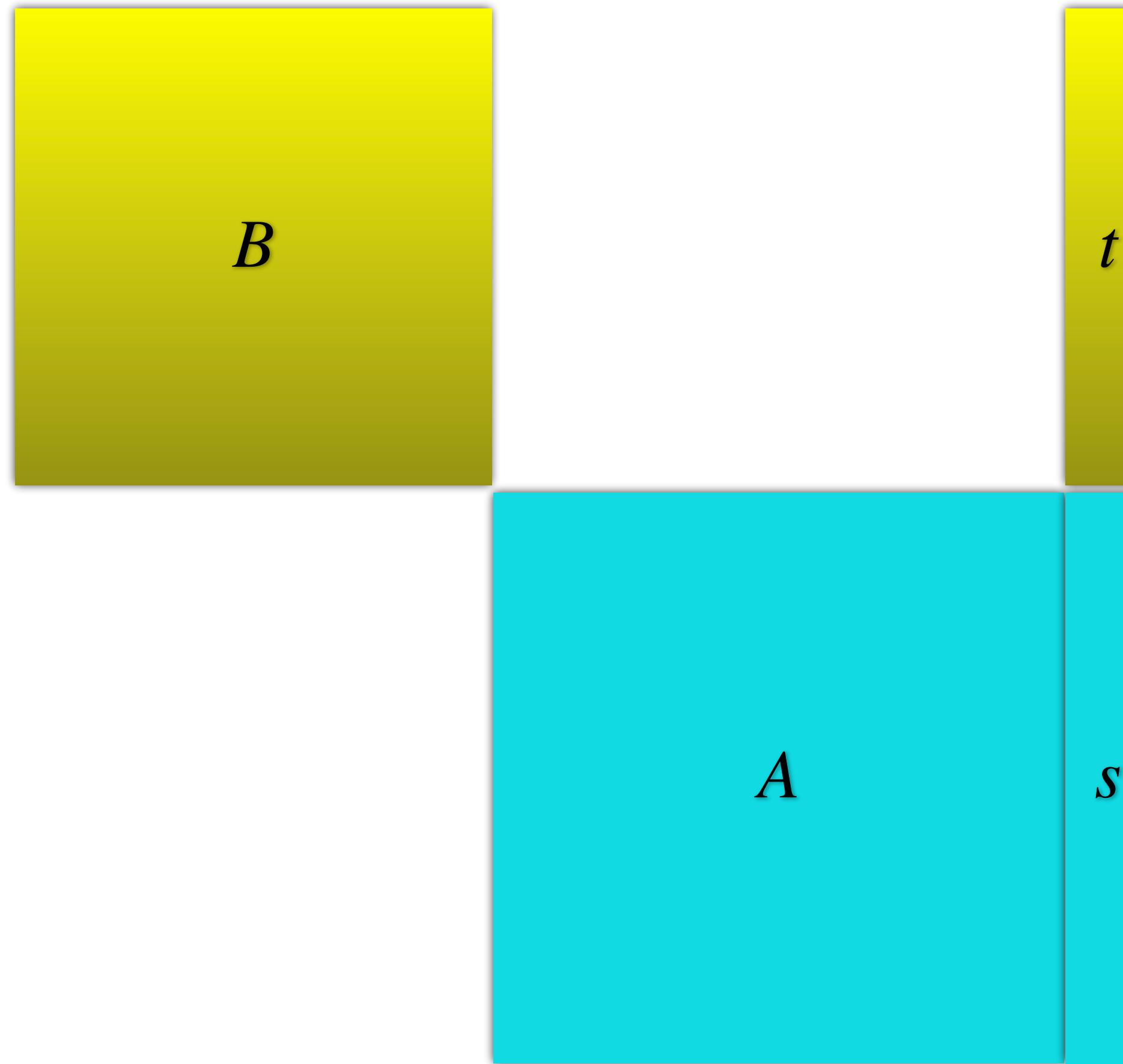
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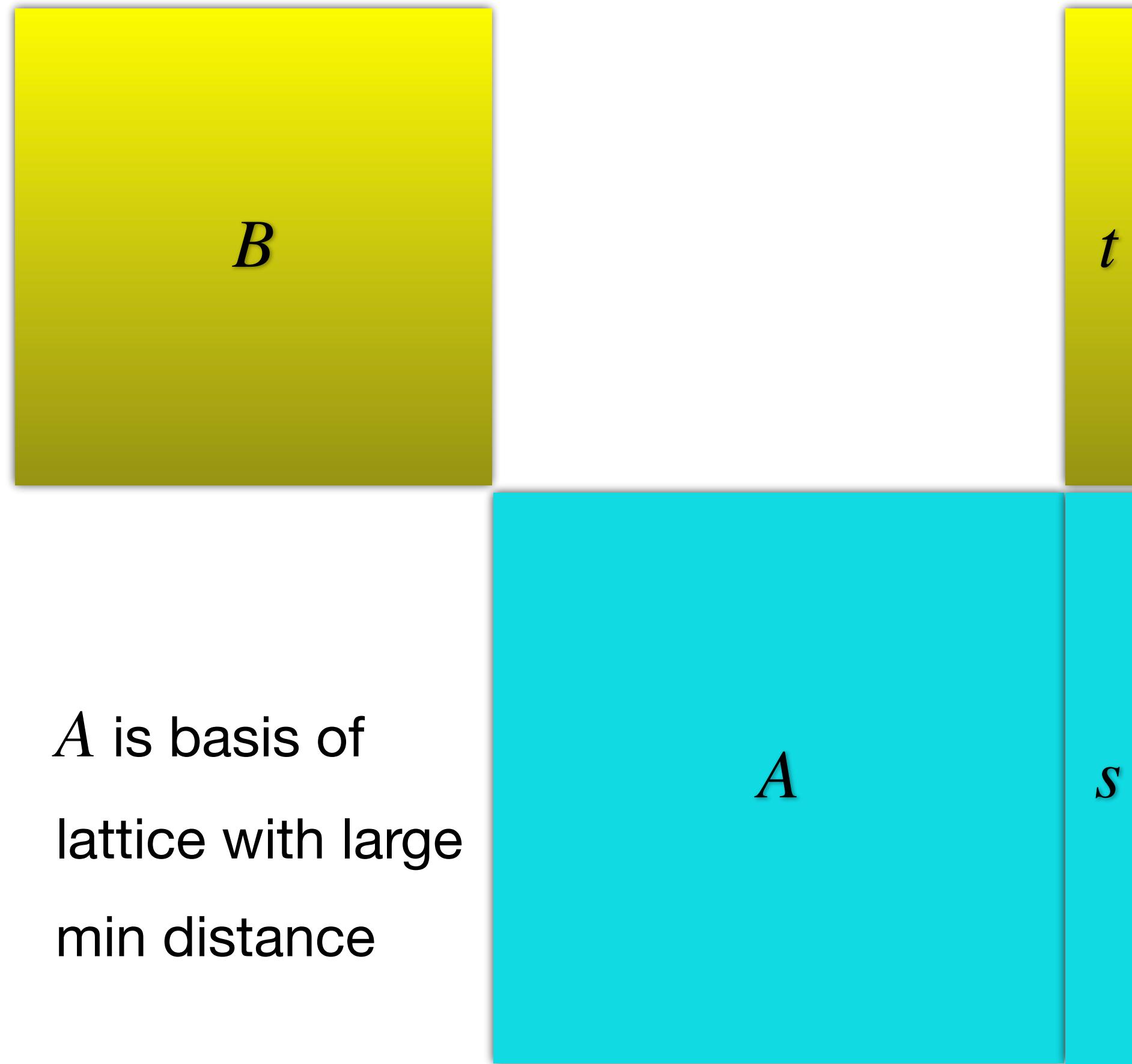
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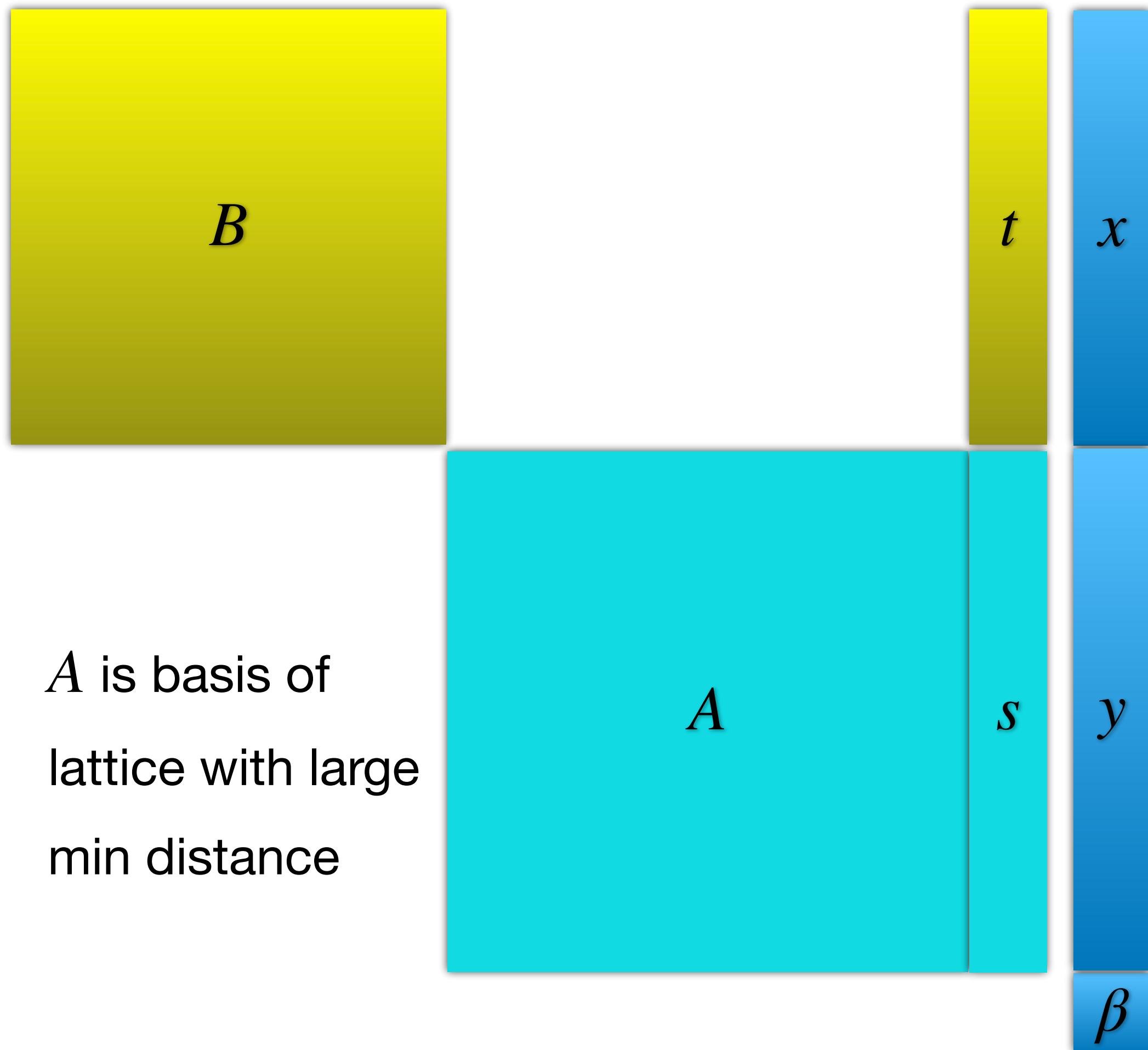
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The diagram shows two sets of vectors. On the left, a large yellow square labeled B contains a smaller cyan rectangle labeled A . To the right of A , there are two vertical stacks of colored rectangles. The top stack consists of a yellow rectangle labeled t and a blue rectangle labeled x . The bottom stack consists of a cyan rectangle labeled s and a blue rectangle labeled y . Below the bottom stack is a small blue square labeled β . To the right of the vectors is an equals sign followed by a matrix equation:

$$= \begin{bmatrix} Bx + \beta t \\ Ay + \beta s \end{bmatrix}$$

A is basis of
lattice with large
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The diagram shows a large cyan rectangle labeled A , which is divided into two vertical sections by a grey vertical line. To the right of this line are four vertical bars: a yellow bar labeled t , a blue bar labeled x , a cyan bar labeled s , and a blue bar labeled y . Below the bars is a blue box labeled β .

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- If (B, d, t) is a **NO** CVP_p instance, number of short vectors is **at most**

$$N_{\text{bad}} = |\{v \in \mathbb{Z}^n : \|v\|_p < \gamma d\}|$$

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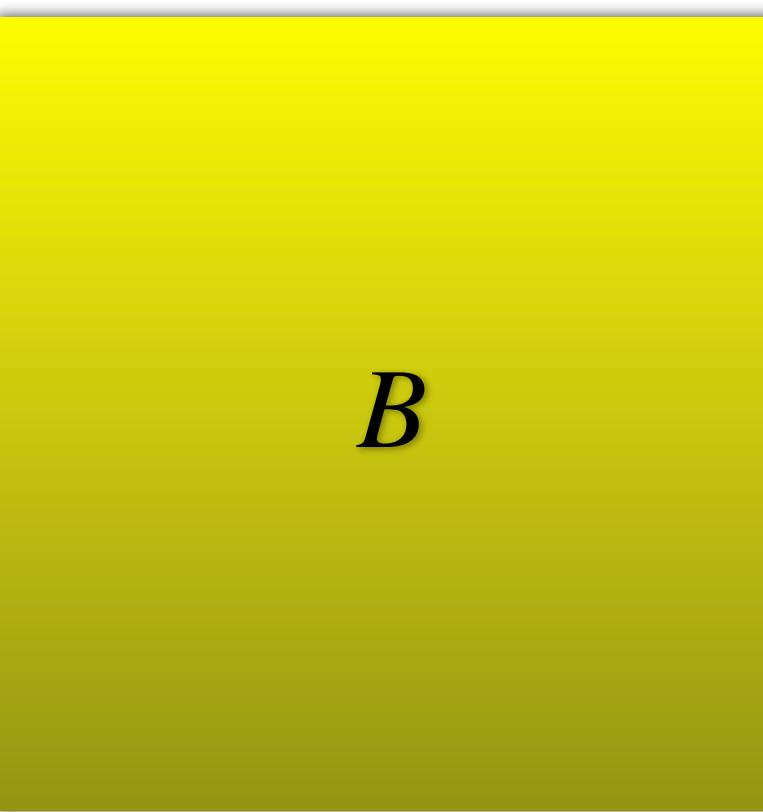
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- If (B, d, t) is a **YES** CVP_p instance, number of short vectors is **at least**

$$N_{\text{good}} = |\{w \in L(A) : \|w - s\|_p \ll \gamma d\}|$$

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The diagram shows a matrix A (cyan) multiplied by a vector $\begin{bmatrix} s \\ y \end{bmatrix}$ (split into s and y) to produce a vector $\begin{bmatrix} Bx + \beta t \\ Ay + \beta s \end{bmatrix}$. The vector t is shown separately above x .

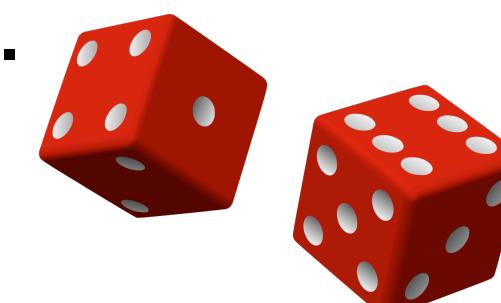
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- Provided that $N_{\text{good}} \gg N_{\text{bad}}$, obtain the desired SVP instance (B', d') by **randomly sparsifying** this intermediate lattice.



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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Con 1: It doesn't work for $p = 1\dots$

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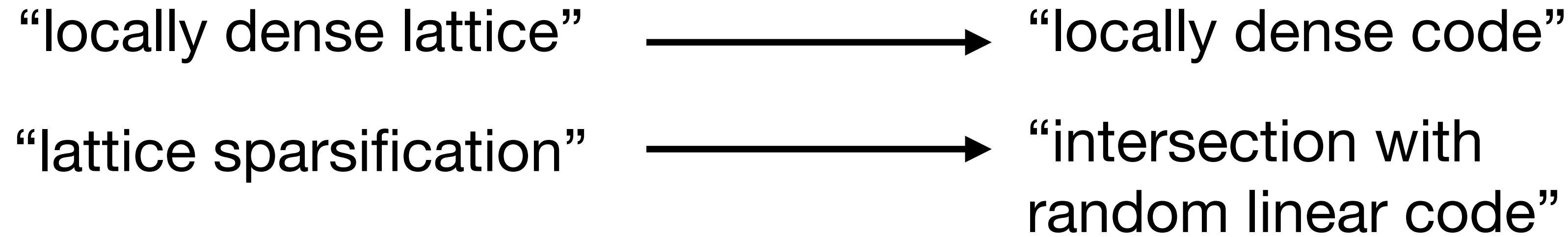
Con2: Not easy to amplify approximation factor (we'll see more about this)

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Khot's approach also reduces $\gamma\text{-NCP}_q$ to $\gamma'\text{-MDP}_q$ for some $\gamma(q), \gamma'(q) > 1$!

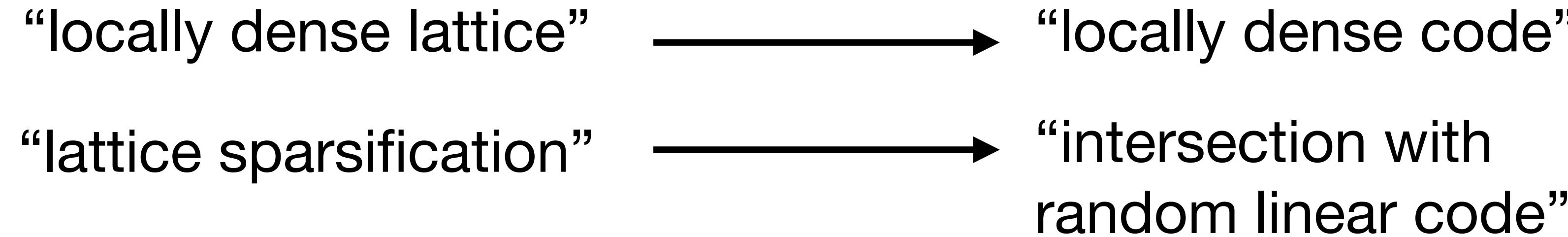
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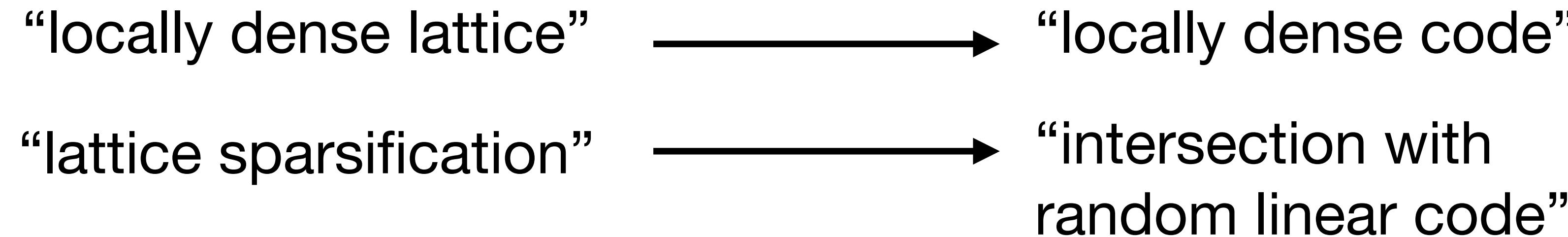
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How can we get $W[1]$ -hardness for **all** $\gamma' > 1$?

Amplifying the approximation factor in coding problems

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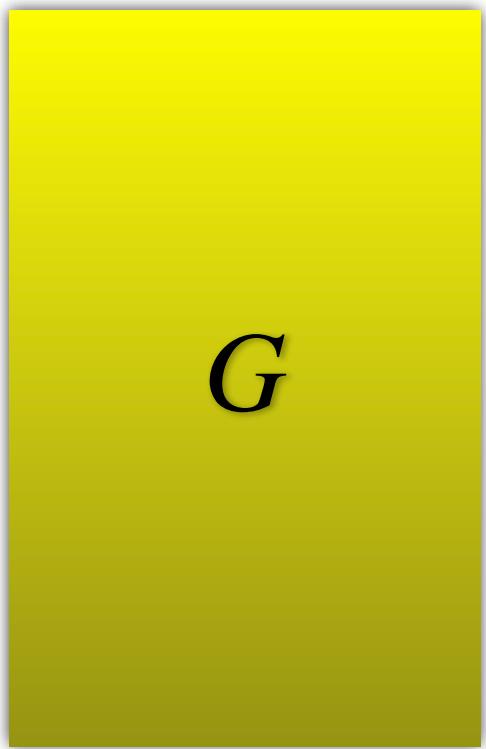
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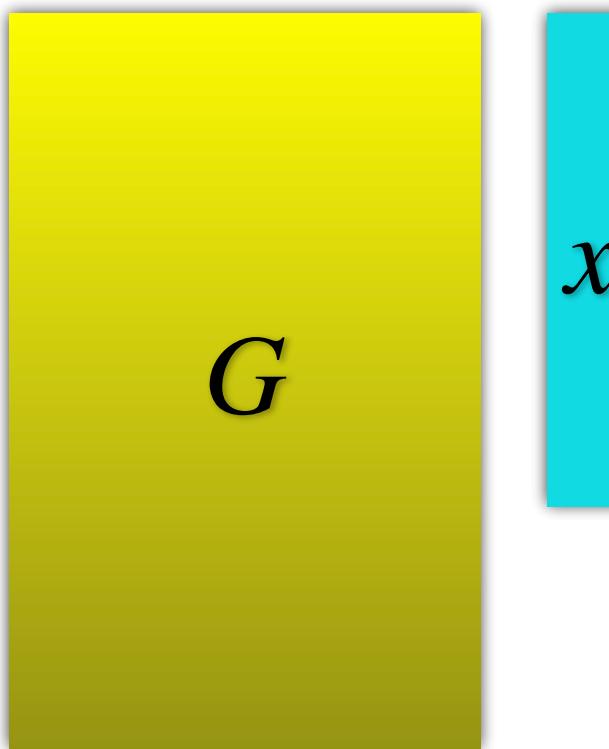
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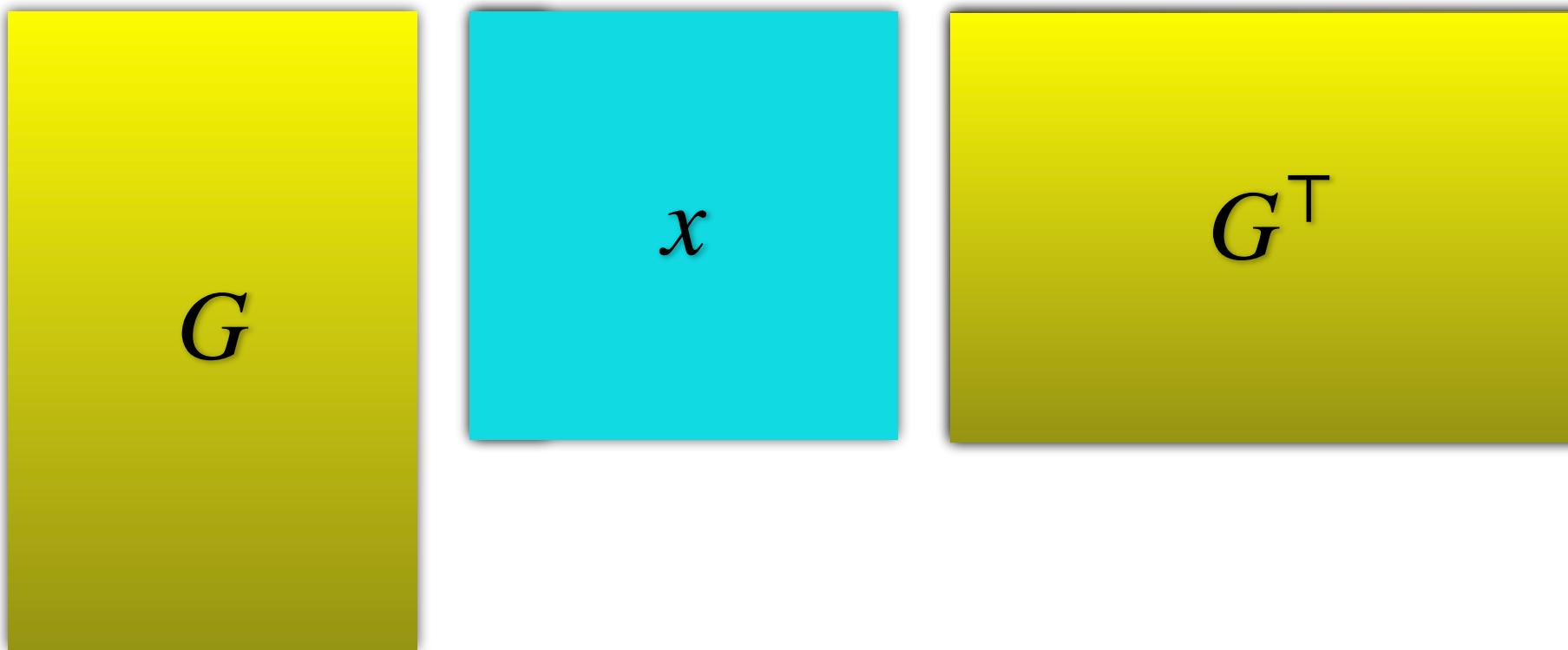
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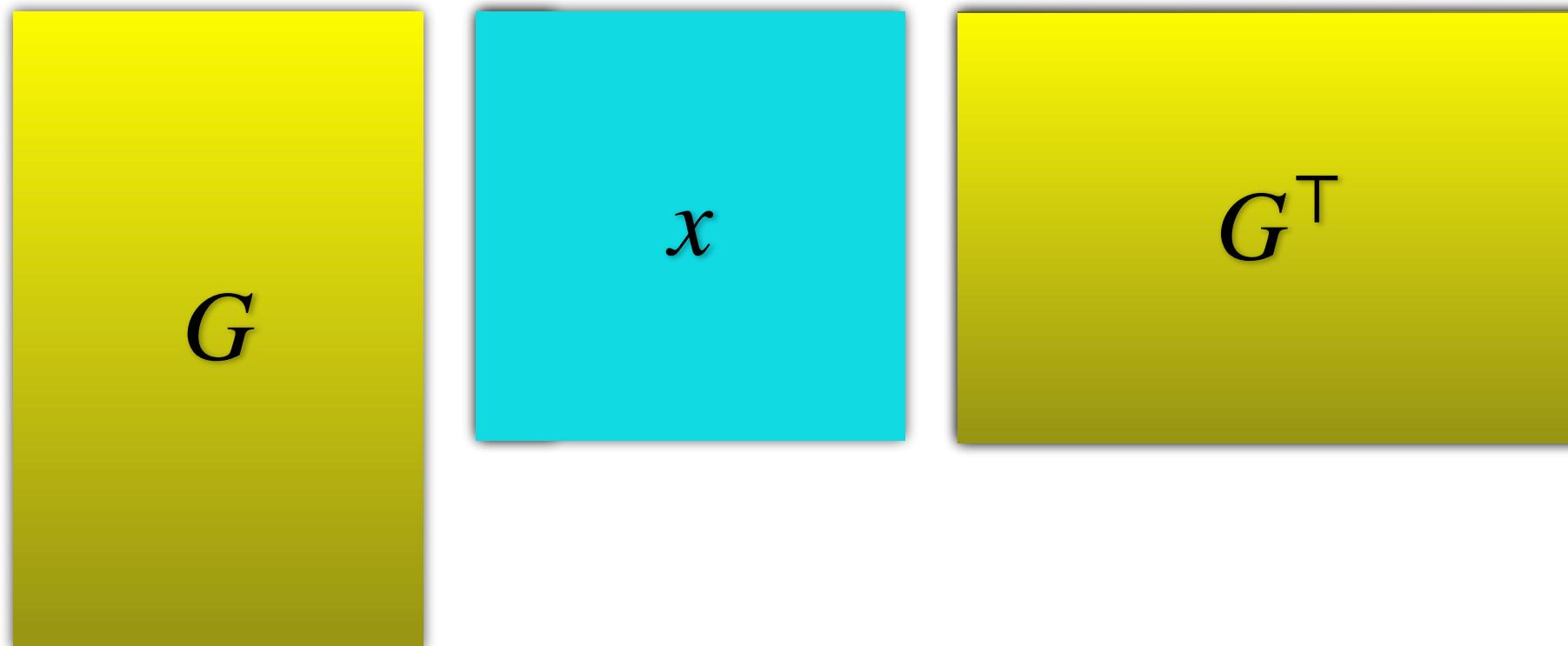
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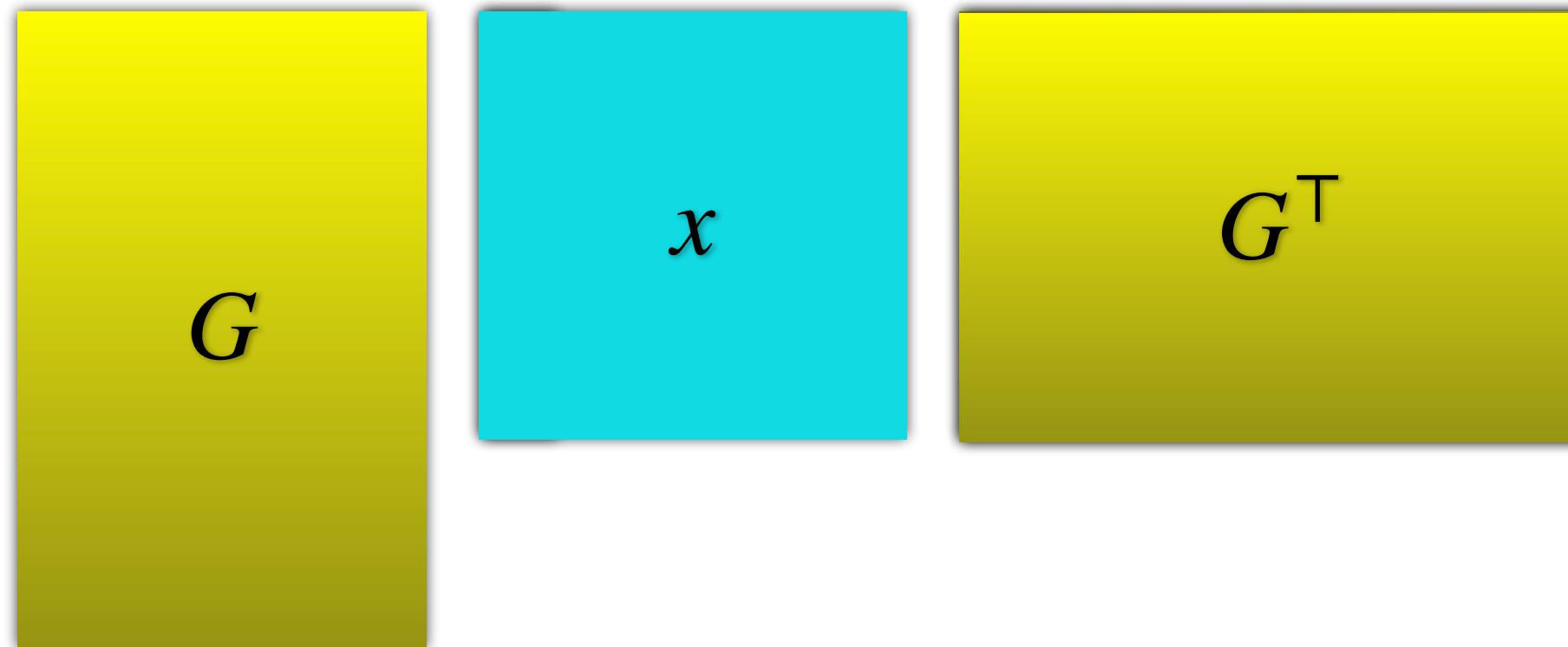
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Conclusion: γ -SVP₁ is **$W[1]$ -hard** for any approximation factor $\gamma < 2$.

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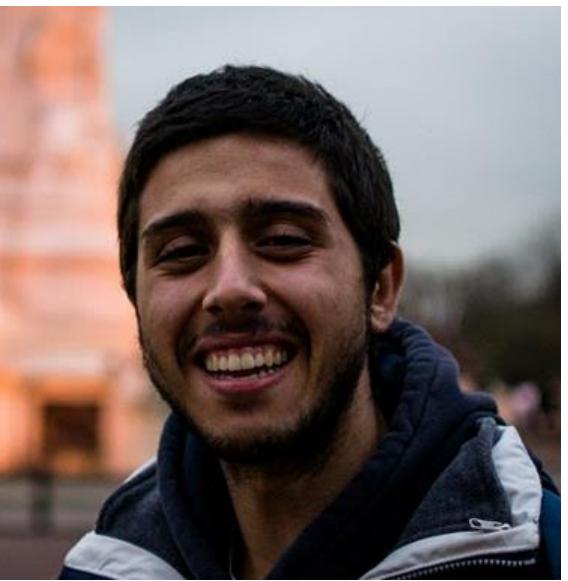
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“Hmm... Cool problem!”

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Thanks!