

# Quantum computers and cryptography

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Lecture 5

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# Our slogan

The fact that makes public key cryptography possible is that there are mathematical operations that are **easy** to do and **hard** to undo.

# For example

RSA encryption:

- private key: the two primes 1489 and 701
- public key: their product 1,043,789.

We can share the public key, since factoring is **hard** (if we don't have a quantum computer).

# Quick computational complexity review

A problem is **hard** if it can only be solved in exponential time.

It is **easy** if we have an algorithm to solve it in polynomial time.

# Hardness of problems over time

Newer computers do the same thing but faster.

Cryptographic parameters are updated to keep up with technology.

	then	now
RSA-100	few days (1991)	72 mins (2012)
RSA-110	one month (1992)	4 hours (2012)

# Enter quantum computers

Quantum computers do **something completely different**.

When we can use their properties, a hard problem can become easy.

# The punchline

Shor's algorithm running on a quantum computer:

- factoring: from subexponential to polynomial
- DLP: from exponential to polynomial

The majority of the security of the internet depends on the hardness of these problems :(

## What we mean: RSA e.g.

Currently it is recommended to use RSA with a 3072-bit modulus.

Post-quantum, RSA should be secure with a 1TB modulus which is the product of  $2^{31}$  4096-bit primes.

(Encryption takes 10 hours, decryption ??)

# Today

- How are quantum computers so fast??
- Can we still have cryptography??

# How are quantum computers so fast??

Shor: how to compute the **period** of a function in quantum polynomial time.

It turns out that this is enough to factor and solve the DLP.

# Solving DLP: Where is the period?

Let  $G = \langle g \rangle$  be a cyclic group of order  $n$ .

Let  $h = g^x$  for some (unknown)  $x$ .

Consider the function

$$f: C_n \times C_n \rightarrow G$$
$$(a, b) \mapsto g^a h^{-b} = g^{a-bx}.$$

## Solving DLP: Where is the period?

$$f: C_n \times C_n \rightarrow G$$
$$(a, b) \mapsto g^a h^{-b} = g^{a-bx}.$$

We have then that

$$f(a_1, b_1) = f(a_2, b_2)$$

if and only if

$$(a_2, b_2) = (a_1, b_1) + \lambda(x, 1) \quad \text{for some } \lambda.$$

Therefore finding  $x$  reduces to finding the period of  $f$ .

# Factoring: Where is the period?

This is more complicated.

First assume that  $N$  is odd and not a power of a prime.

We begin with a random number  $a < N$  with  $\gcd(a, N) = 1$ .  
(Otherwise we are done.)

If at any point our assumption is false, we start over with a new  $a$ .  
(There is a 50% chance of success.)

# Factoring: Where is the period?

- 1 Compute the multiplicative order  $r$  of  $a \pmod{N}$ .  
(This is the period of  $f(x) = a^x \pmod{N}$ !)
- 2 Assuming  $r$  is even, compute  $a^{r/2} \pmod{N}$ .
- 3 Assuming  $a^{r/2} \not\equiv -1 \pmod{N}$ , then

$$\gcd(a^{r/2} + 1, N) \quad \text{and} \quad \gcd(a^{r/2} - 1, N)$$

are nontrivial factors of  $N$  and we are done.

# Wait, what?

Notice that

$$(a^{r/2} + 1)(a^{r/2} - 1) = a^r - 1 \equiv 0 \pmod{N}.$$

Therefore there is an integer  $k$  with

$$(a^{r/2} + 1)(a^{r/2} - 1) = kN.$$

But  $N$  doesn't divide  $(a^{r/2} + 1)$  nor  $(a^{r/2} - 1)$ .

# Factoring: There is the period!

Factoring is reduced to computing the period of

$$f(x) = a^x \pmod{N}.$$

# Quantum computers lightning fast

In a classical computer, an  $n$ -bit register contains an  $n$ -bit number.

For example, a 2-bit register can contain **either**

00 or 01 or 10 or 11.

# What is a qubit?

An  $n$ -qubit register contains a **superposition** of  $n$ -bit numbers.

For example, a 2-qubit register contains a superposition

$$x_0|00\rangle + x_1|01\rangle + x_2|10\rangle + x_3|11\rangle,$$

where the  $x_i$ s are complex numbers and

$$|x_0|^2 + |x_1|^2 + |x_2|^2 + |x_3|^2 = 1.$$

# How do qubits speak to us?

To obtain an answer, we measure the superposition

$$x_0|00\rangle + x_1|01\rangle + x_2|10\rangle + x_3|11\rangle,$$

and observe the output  $|i\rangle$  with probability  $|x_i|^2$ .

Idea: Manipulate the qubit so the answer  $|i\rangle$  is observed with high probability.

# How do we manipulate qubits?

Operations on qubits must be **reversible**.

In fact, all operations on qubits are given by **unitary matrices**.

(These are invertible matrices that preserve the property that

$$\sum_{i=0}^{2^n} |x_i|^2 = 1.)$$

# Fun consequence/An example

Suppose that I have two 1-qubit registers

$$|a\rangle \quad \text{and} \quad |b\rangle$$

and I want to compute their sum.

Then I must compute

$$|a, a + b\rangle$$

so that the addition operation is reversible!

## Ok, but how?

Addition is done with the CNOT gate, given by the matrix

$$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix}.$$

If I want to compute  $a + b$ , then I can make the superposition

$$|a, b\rangle$$

and apply this gate to it.

# Ok, but how?

Indeed, the superposition

$$x_0|00\rangle + x_1|01\rangle + x_2|10\rangle + x_3|11\rangle,$$

is sent to

$$x_0|00\rangle + x_1|01\rangle + x_3|10\rangle + x_2|11\rangle,$$

by this matrix.

When I read the answer,

- the first qubit is  $a$
- and the second qubit is  $a + b$ .

# Quantum Fourier transform

Consider an  $n$ -qubit register containing the superposition

$$x_0|0\dots 0\rangle + x_1|0\dots 1\rangle + x_{2^n-1}|1\dots 1\rangle = \sum_{i=0}^{2^n-1} x_i|i\rangle.$$

# Quantum Fourier transform

Then the Fourier transform is given by the matrix

$$F_{2^n} = \frac{1}{\sqrt{2^n}} \begin{pmatrix} 1 & 1 & 1 & \dots & 1 \\ 1 & \zeta_{2^n} & \zeta_{2^n}^2 & \dots & \zeta_{2^n}^{2^n-1} \\ 1 & \zeta_{2^n}^2 & \zeta_{2^n}^4 & \dots & \zeta_{2^n}^{2(2^n-1)} \\ \dots & \dots & \dots & \dots & \dots \\ 1 & \zeta_{2^n}^{2^n-1} & \zeta_{2^n}^{2(2^n-1)} & \dots & \zeta_{2^n}^{(2^n-1)(2^n-1)} \end{pmatrix},$$

where  $\zeta_{2^n}$  is a primitive  $2^n$ th root of unity.

# Quantum Fourier transform

Specifically, the new superposition is given by

$$\sum_{i=0}^{2^n-1} y_i |i\rangle$$

where

$$F_{2^n} x = y.$$

# Quantum Fourier transform

Another way to write this is that the new superposition is given by

$$\sum_{i=0}^{2^n-1} y_i |i\rangle$$

where

$$y_i = \frac{1}{\sqrt{2^n}} \sum_{k=0}^{2^n-1} x_k \zeta_{2^n}^{ik}$$

## Back to the periods

For simplicity we show how to find the period of the function

$$f(x) = a^x \pmod{N}.$$

We begin by picking  $q$  such that

$$N^2 \leq 2^q < 2N^2.$$

This guarantees that there are at least  $N$  different values between 0 and  $2^q - 1$  such that

$$a^{x_1} \equiv a^{x_2} \pmod{N}.$$

# Shor's algorithm: High level overview

To find the multiplicative order  $r$  of  $a \pmod{N}$ :

- 1 Superpose the values  $a^x \pmod{N}$  for  $0 \leq x \leq 2^q - 1$ .
- 2 Manipulate the superposition to measure an integer  $y$  such that  $\frac{y}{2^q}$  is very close to a fraction with denominator  $r$ .
- 3 Use continued fraction expansions to find the denominator of that fraction.

# The algorithm

- 1 Begin with the superposition

$$\frac{1}{\sqrt{2^q}} \sum_{i=0}^{2^q-1} |i\rangle.$$

- 2 Construct  $a^x$  as a quantum function and apply it to the superposition to get

$$\frac{1}{\sqrt{2^q}} \sum_{i=0}^{2^q-1} |i, a^i\rangle.$$

# The algorithm

Recall that our register now contains

$$\frac{1}{\sqrt{2^q}} \sum_{i=0}^{2^q-1} |i, a^i\rangle$$

- 3 Apply the Fourier transform to the **inputs** only. This leads to the final state

$$\frac{1}{2^q} \sum_{i=0}^{2^q-1} \sum_{j=0}^{2^q-1} \zeta_{2^q}^{ij} |j, a^i\rangle = \frac{1}{2^q} \sum_{k=0}^{2^q-1} \sum_{j=0}^{2^q-1} |j, k\rangle \sum_{i:a^i=k} \zeta_{2^q}^{ij}.$$

# The algorithm

- Now measure the superposition. The probability of observing  $|j, k\rangle$  is

$$\begin{aligned} \left| \frac{1}{2^q} \sum_{i:a^i=k} \zeta_{2^q}^{ij} \right|^2 &= \frac{1}{2^{2q}} \left| \sum_{b:i_0+rb < 2^q} \zeta_{2^q}^{(i_0+rb)j} \right|^2 \\ &= \frac{1}{2^{2q}} \left| \sum_{b:i_0+rb < 2^q} \left( \zeta_{2^q}^{rj} \right)^b \right|^2, \end{aligned}$$

where  $i_0$  is the smallest  $i$  with  $a^i = k$ .

This sum is greatest when  $\zeta_{2^q}^{rj}$  is closest to 1.

# The algorithm

- 5 Therefore with high probability,  $\frac{rj}{2^q} \approx c$  with  $c \in \mathbb{Z}$ . Then

$$\frac{j}{2^q} \approx \frac{c}{r}.$$

To find  $\frac{c}{r}$ , look for some fraction  $\frac{d}{s}$  with

- 1  $s < N$  and
- 2  $\left| \frac{j}{2^q} - \frac{d}{s} \right| < \frac{1}{2^{q+1}}$

With high probability,  $s$  is  $r$  or a factor of  $r$ .

# The algorithm

- ⑥ Check if  $a^s \equiv 1 \pmod{N}$ ,  
or try multiples of  $s$ ,  
or start over, possibly with another value of  $a$ .

## An example

Suppose we want to compute the order of 2 modulo 33. (It's 10.)  
Here  $2^q = 2048$ , so we compute the convergents of  $\frac{j}{2048}$ .

The algorithm will output the following:

$j$	Probability	$s$	$j$	Probability	$s$
0	10%	1	1024	10%	2
205	8.8%	10	1229	8.8%	5
409	2.5%	5	1433	2.5%	10
410	5.7%	5	1434	5.7%	10
614	5.7%	10	1638	5.7%	5
615	2.5%	10	1639	2.5%	5
819	8.8%	5	1843	8.8%	10

The probability of success is 68%.

# Can we still have cryptography??

The upshot:

Don't know how to solve **every** problem with a quantum computer.

So: all we need are different problems!

# Post-quantum vs quantum

- **Post-quantum cryptography** refers to ciphers that will be secure in a post-quantum world: Based on problems that are hard for a classical **and** a quantum computer.
- Only the attacker needs a quantum computer. The encryption/decryption takes place on a classical computer.

# Post-quantum vs quantum

This is in contrast to **quantum cryptography**, which uses quantum phenomena to secure the information.

# Post-quantum algorithm families

- 1 hash-based
- 2 code-based
- 3 multivariate
- 4 lattice-based
- 5 isogeny-based

# Code-based ciphers

A **linear code** in mathematics is a subspace  $C$  of  $\mathbb{F}_q^n$ .

For example:  $C = \{(0, 0, 0), (1, 1, 1)\} \subset \mathbb{F}_2^3$ .

The “extra room” in  $\mathbb{F}_q^n$  allows to correct errors.

# Code-based ciphers

First proposed by McEliece in 1978:

- encryption is introducing errors, and
- decryption is correcting the errors.

# Multivariate ciphers

Rely on difficulty of solving systems of quadratic multivariate equations over finite fields.

First proposed by Matsumoto and Imai in 1988.

# Most basic cipher

- 1 Pick an easily invertible quadratic map  $\mathcal{F}: \mathbb{F}_q^n \rightarrow \mathbb{F}_q^m$
- 2 Pick two linear transformations  $S: \mathbb{F}_q^m \rightarrow \mathbb{F}_q^m$  and  $T: \mathbb{F}_q^n \rightarrow \mathbb{F}_q^n$
- 3 Publish the composition  $\mathcal{P} = S \circ \mathcal{F} \circ T$

# Lattice-based ciphers

Rely on the difficulty of finding a short vector given a bad basis.

First proposed by Ajtai and Hoffstein-Pipher-Silverman in 1996.

This is what we will study for the rest of our time together.

# Isogeny-based ciphers

Rely on the difficulty of navigating the isogeny graph of supersingular elliptic curves.

Key mathematical property: These graphs are expander graphs.

Charles-Goren-Lauter proposed a hash function in 2006 and De Feo, Jao and Plut proposed SIDH in 2011.

Thank you!