

Constructive Post-quantum Reductions

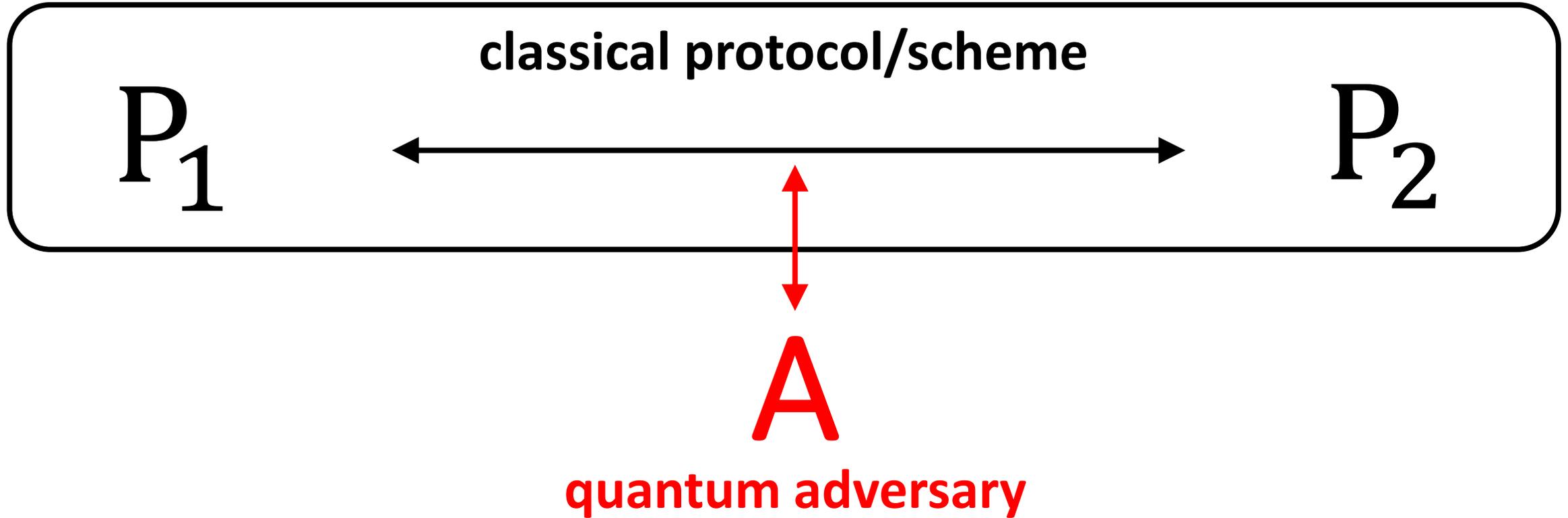
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Based on joint work with Nir Bitansky and Zvika Brakerski

*Slides taken from talks by Nir and Zvika

Post-quantum Cryptography

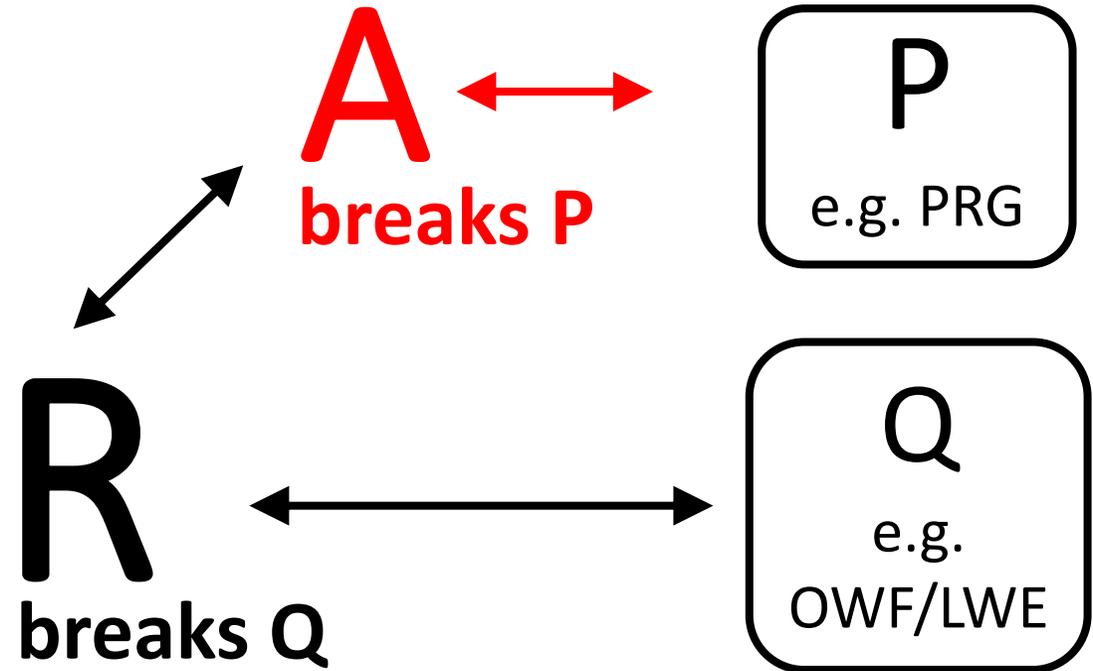


Does security still hold in the presence of a quantum adversary?

Post-quantum Cryptography

1. Post-quantum assumptions: Lattice instead of Factoring...

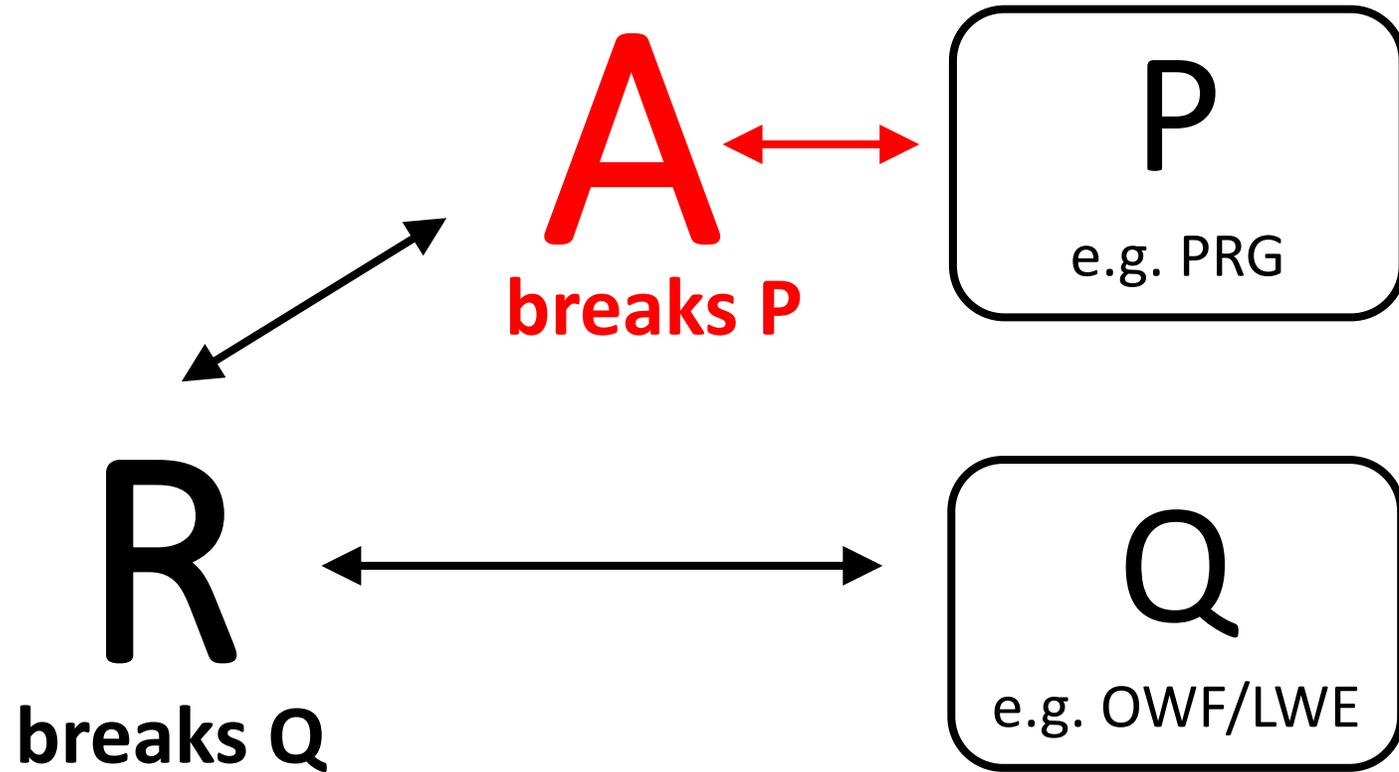
2. Post-quantum reductions:



Do our classical reductions carry over to the post-quantum setting?

For example, do OWFs imply PRGs?

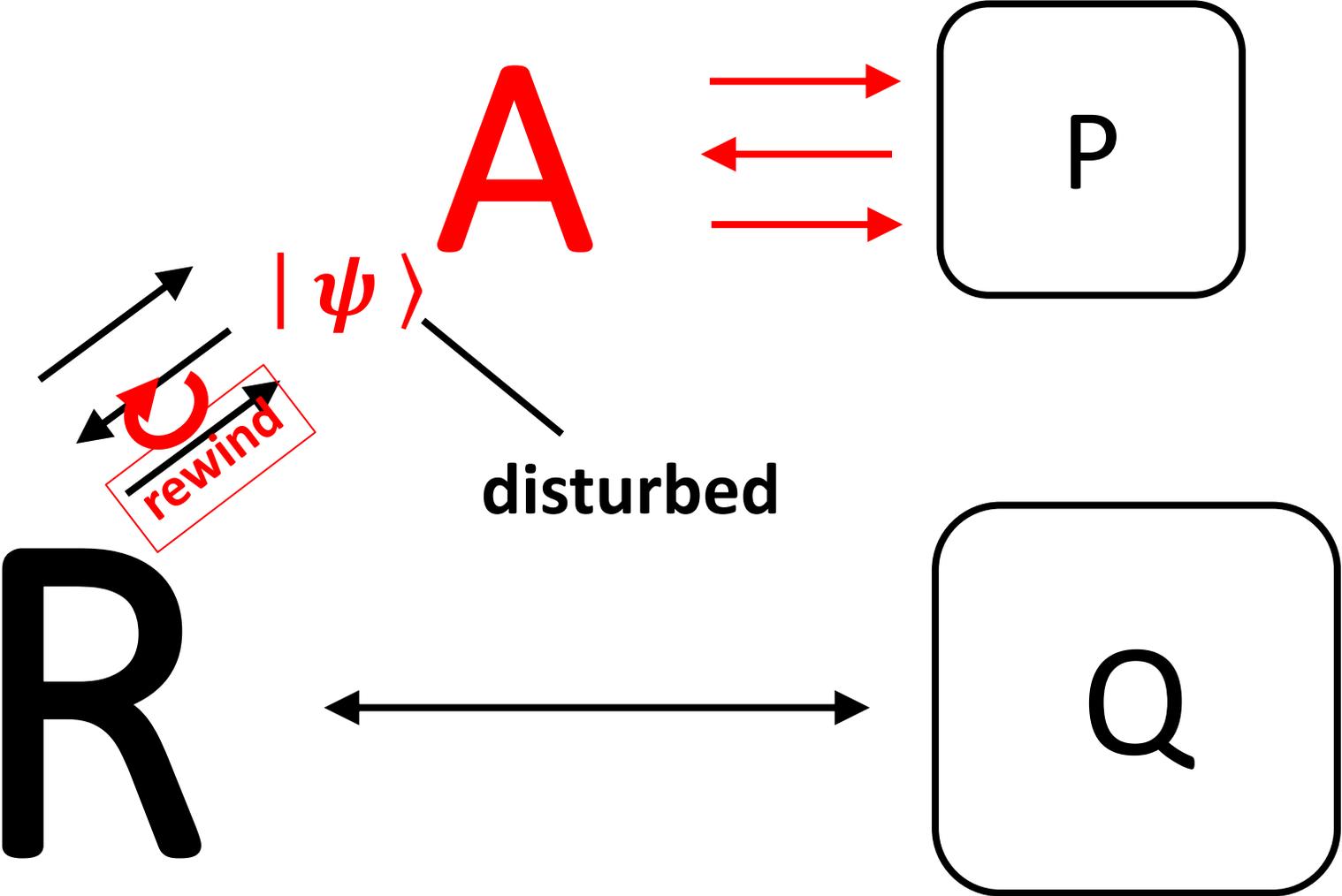
(Security) Reductions



Can classical reductions be lifted to post-quantum setting?

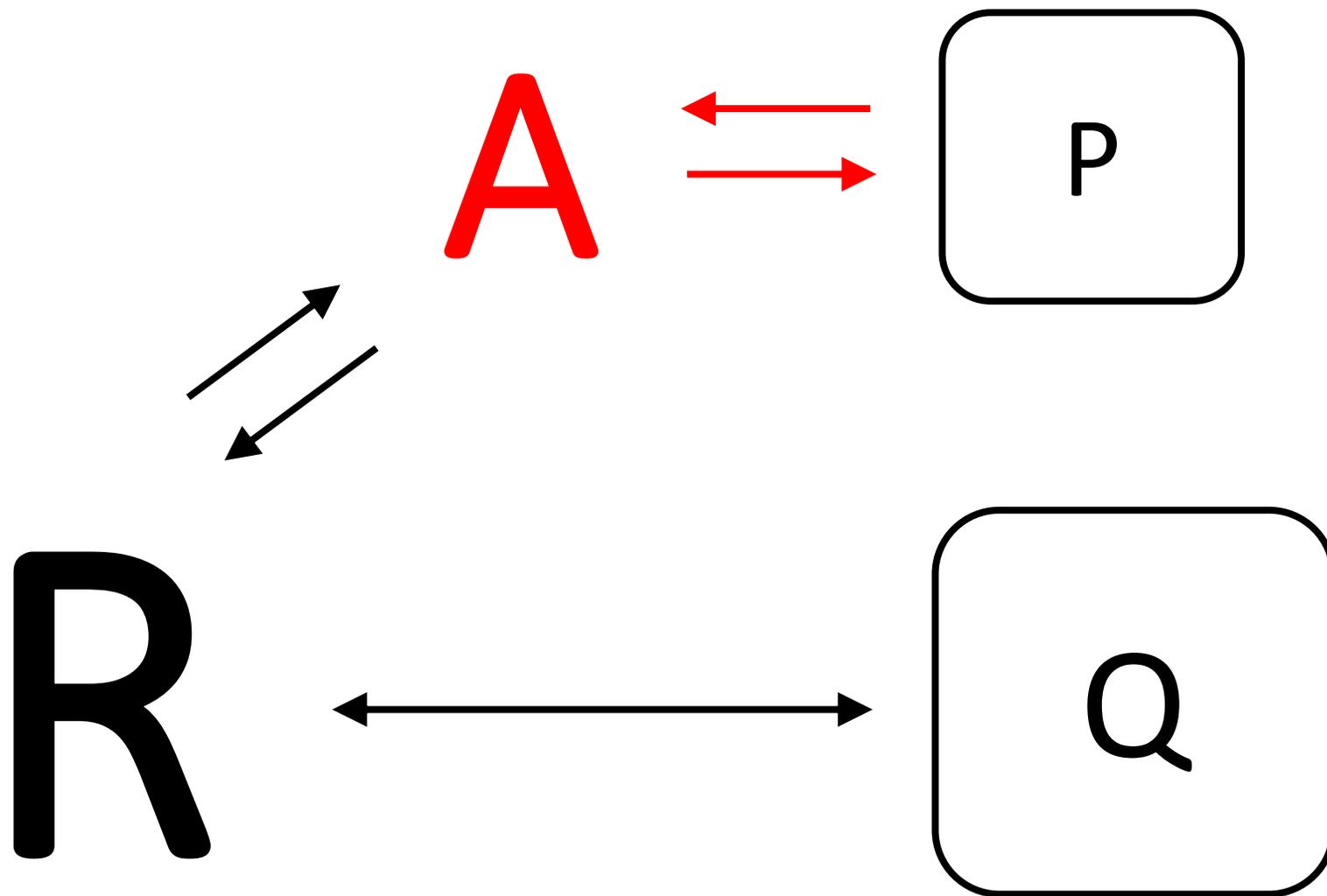
Most classical reductions treat **A** as a **black box**....

Problematic in Interactive Setting

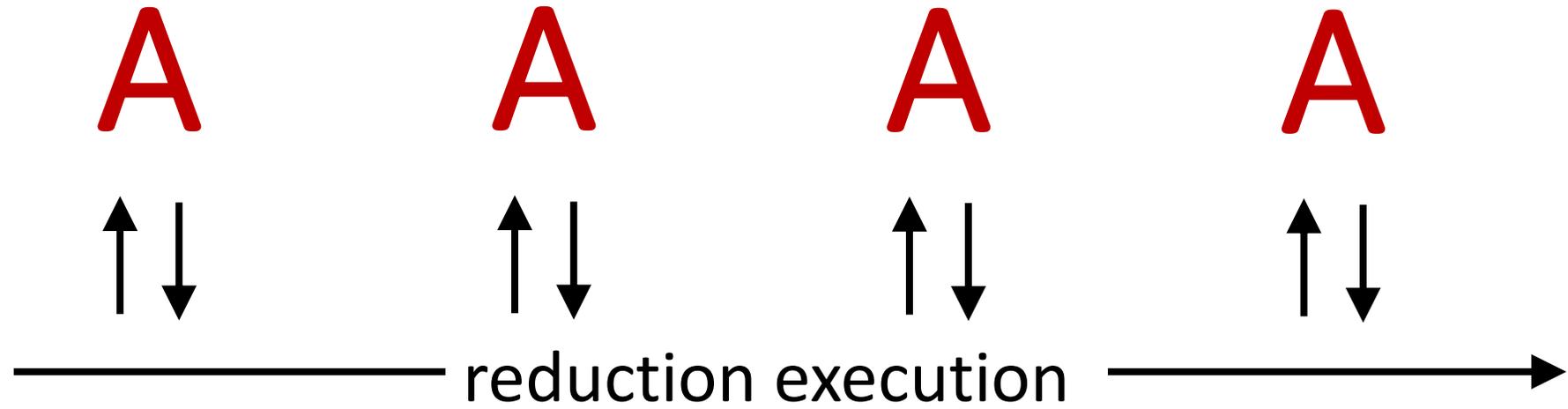


\exists interactive P BB-reducible to LWE, but quantumly broken [BCM^VV18]

Our Focus: Non-interactive Primitives/Assumptions

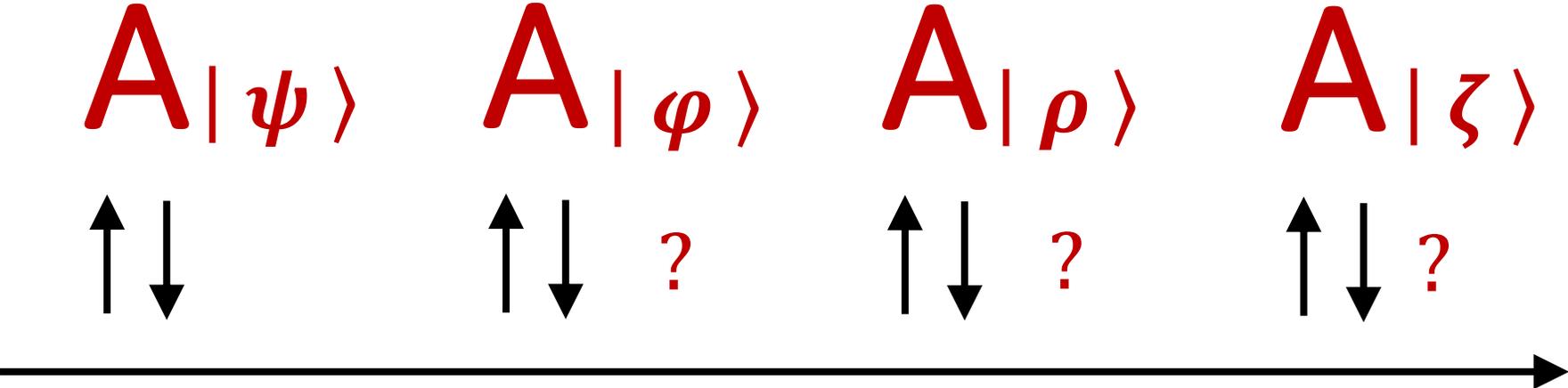


Our Focus: Non-interactive Primitives/Assumptions



R

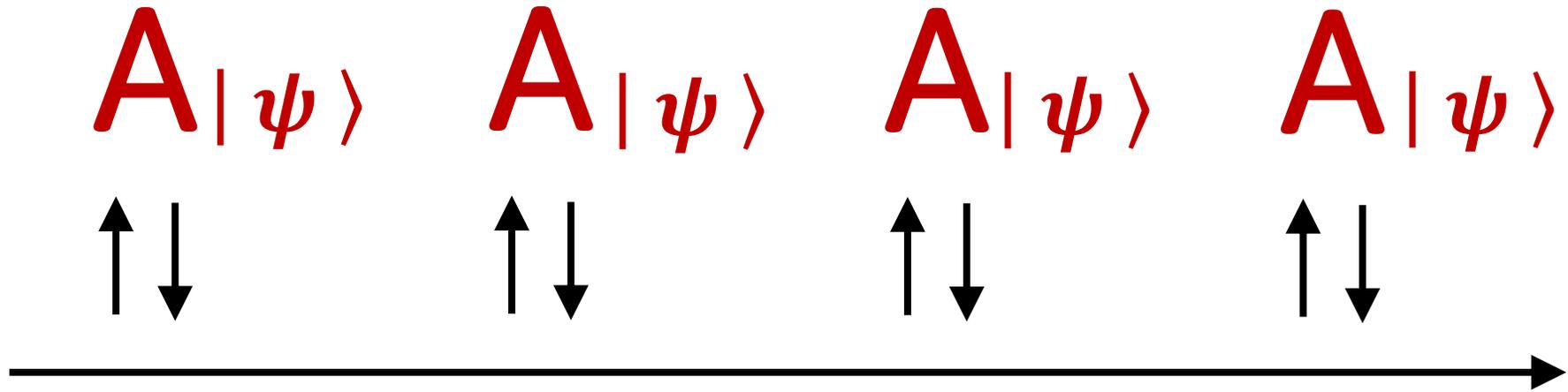
Quantum Auxiliary Input



R

Auxiliary input state disturbed

Just Copy the State?

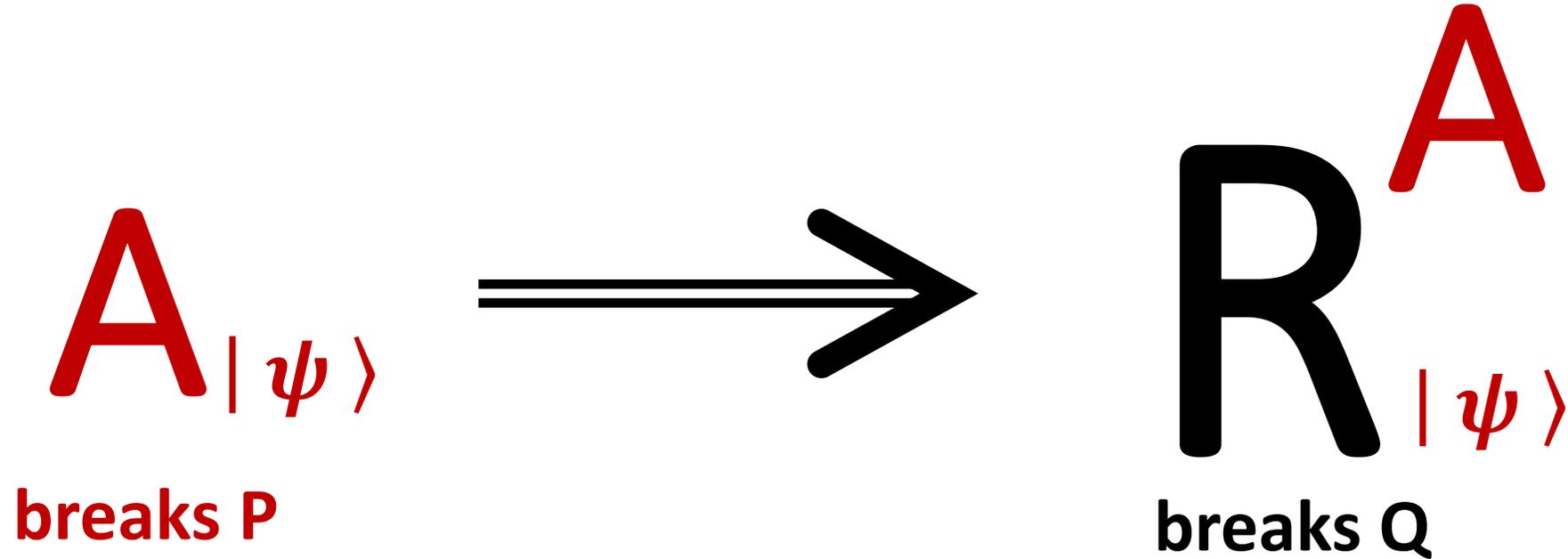


R

Where does $|\psi\rangle$ come from?
Quantum cloning impossible!

- Intermediate state in a protocol
- **Non-constructive reduction**
- Expensive preprocessing

Goal: Constructive Reductions



Win-Win: broken scheme \Rightarrow explicit algorithmic advance

Targeted also classically (**uniform** reductions) [Bellare, Rogaway]

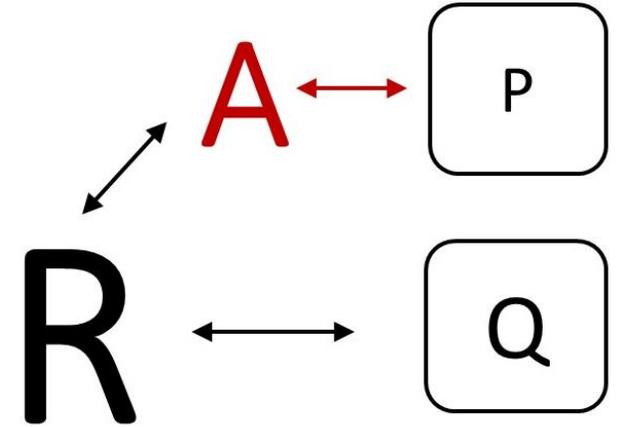
Goal II: Durability, new algorithm should work forever.

Our Results

Lifting large class of classical reductions

Lift any R such that:

- R is **black box**
- R is **non-adaptive**
- P is a **decision assumption** (e.g. PRG) or has few solutions (e.g. Injective OWF)



Resulting **post-quantum reduction** is **constructive** and **durable**.

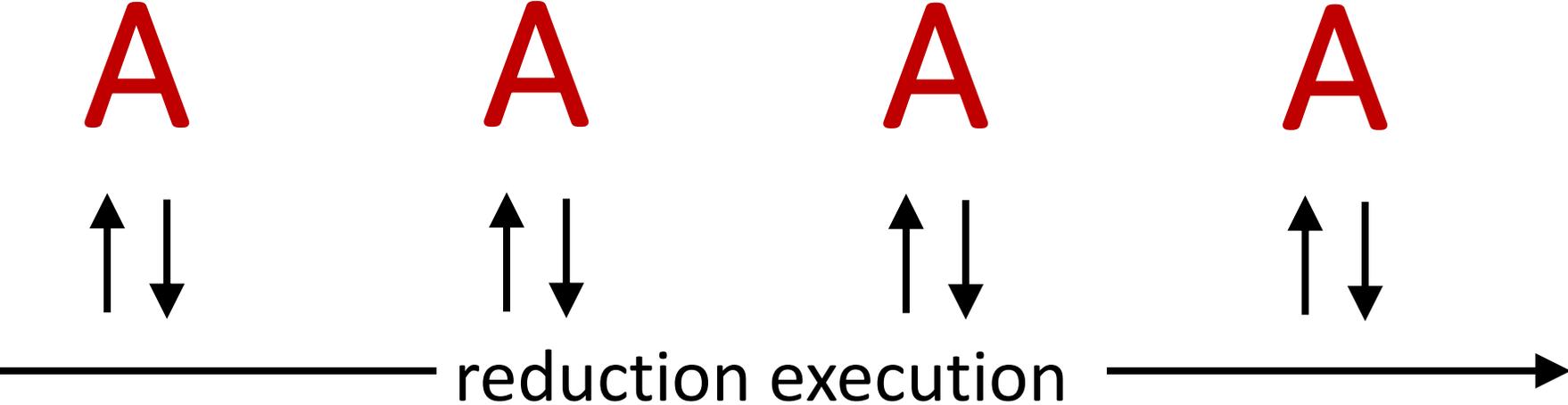
Negative result

Restriction on P being a **decision assumption** is somewhat inherent.

A taste of the techniques



Observation:

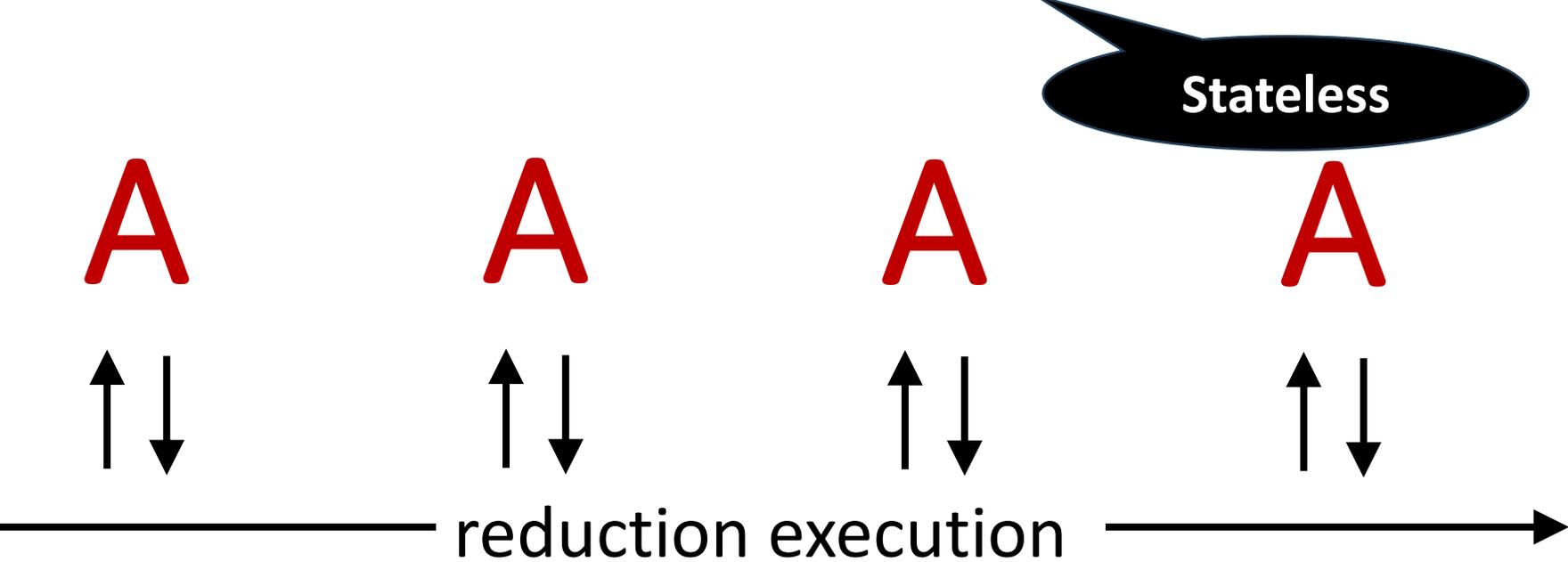


R

Post-quantum reduction



Bridge Between One-Shot and Classical Adversaries



R

Bridge Between One-Shot and Stateless Adversaries

One-shot

$A |\psi\rangle$

↑ ↓

$A |\varphi\rangle$

↑ ↓ ?

$A |\rho\rangle$

↑ ↓ ?

$A |\zeta\rangle$

↑ ↓ ?



Gap

Stateless

A

↑ ↓

A

↑ ↓

A

↑ ↓

A

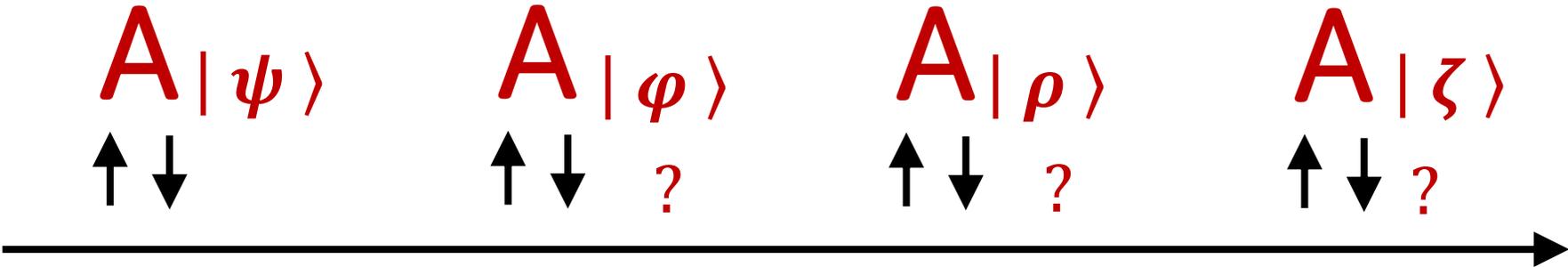
↑ ↓



classical reduction applicable

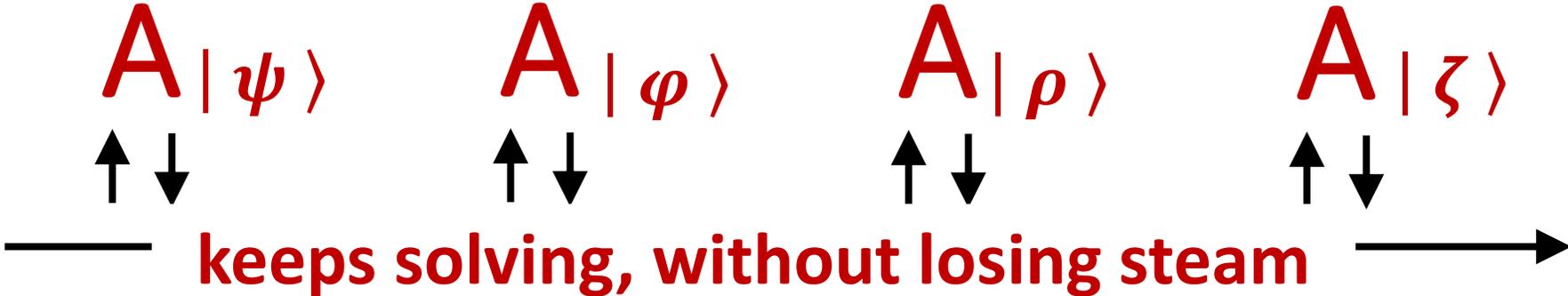
Bridge 1: One-Shot to Persistent

One-shot

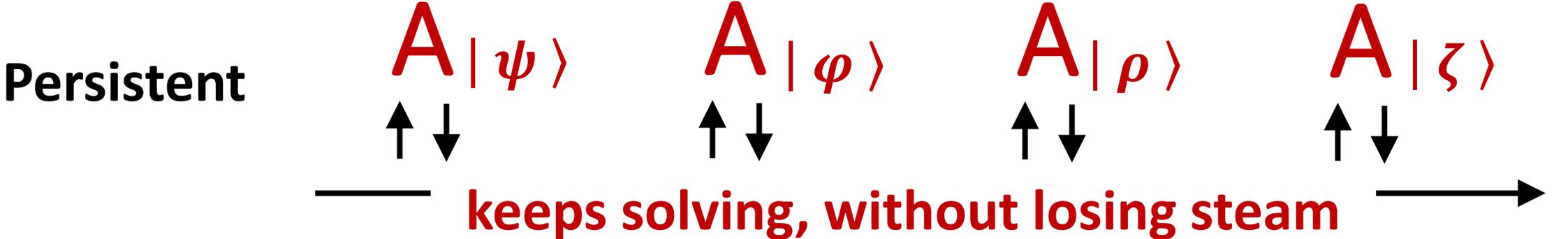


[CMSZ21]: For any non-interactive ~~publicly-verifiable~~ ^{[BBK22] inherent} decisional assumption, convert one-time solver to a persistent one

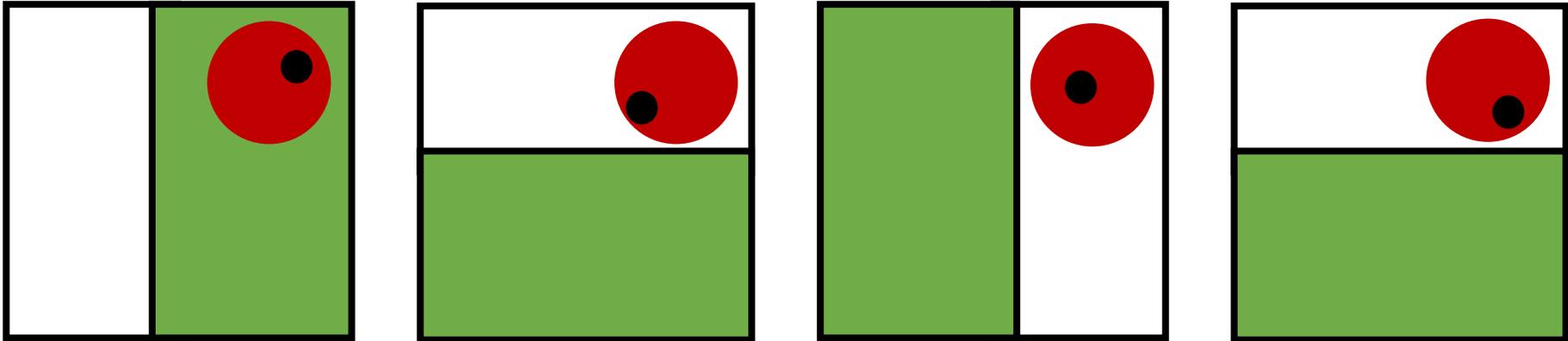
Persistent



Isn't Persistent Enough?



**Solvable
set drifts**

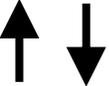


**reduction queries may be correlated
(e.g., Goldreich-Levin)**

Bridge 2: Persistent to Memoryless

Persistent

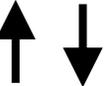
$A |\psi\rangle$



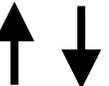
$A |\varphi\rangle$



$A |\rho\rangle$



$A |\zeta\rangle$



simulation argument
restriction to non-adaptive
Main new tech contribution

Memoryless
(& persistent)

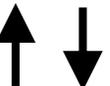
A_1



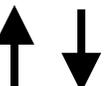
A_2



A_3



A_4



keeps clock, strategy fixed ahead

Simulating Memoryless Behavior

Idea: dazzle the adv with an abundance of dummy queries, sampled i.i.d. from the marginal distribution of the “real” queries

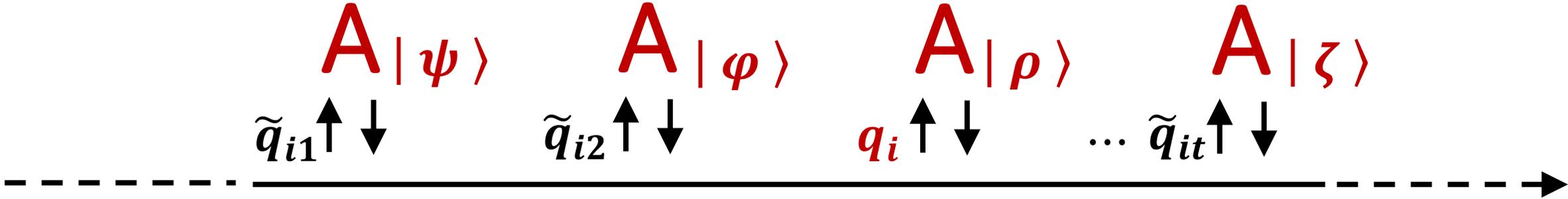
Observation: adv state **poly-bounded**, limited memory of past queries

We assume the reduction is non-adaptive so the marginal distribution is well defined

Simulating Memoryless Behavior

To make i -th query q_i :

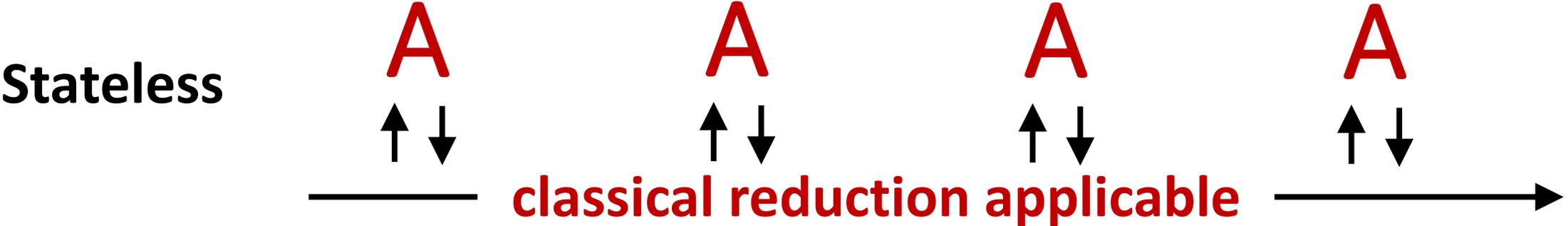
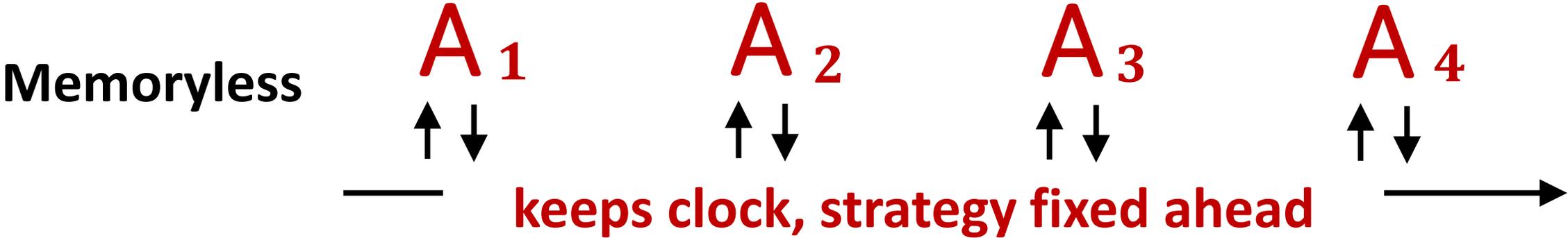
$\tilde{q}_{i1}, \dots, \tilde{q}_{it} \leftarrow Q_i$ marginal of i -th query
 plant “real” q_i in random location



#state-qubits $\rightarrow \ell$

δ -close to execution with queries $\tilde{q}_{i1}, \dots, \tilde{q}_{it} \leftarrow Q_i$ for $t \approx \frac{\ell}{\delta^2}$
 (quantum mutual information argument)

Bridge 3: Memoryless to Stateless



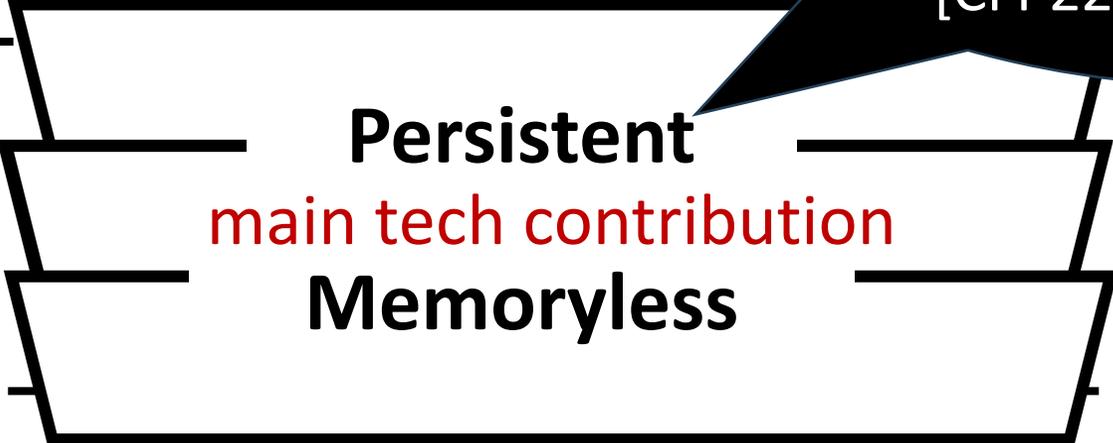
Bridge Between Stateful and Stateless Adversaries

One-shot

A $|\psi\rangle$
↑ ↓

A $|\varphi\rangle$
↑ ↓ ?

Stateful adv model is also interesting in the classical setting, and was considered in [CFP22] (cosmic security)



Stateless

A
↑ ↓

A
↑ ↓

A
↑ ↓

A
↑ ↓

classical reduction applicable



A Counterexample for Search Assumptions

Non-interactive problems P,Q with classical reduction, but no constructive post-quantum reduction

P: Given vk for digital signature scheme, and a random message m , output sig which is a valid signature for m .

Q: Given vk for digital signature scheme, and random messages (m_1, m_2) , output (sig_1, sig_2) which are valid signature for (m_1, m_2) .

Classically: P-Solver \Rightarrow Q-Solver

Quantumly: *tokenized signature schemes* [BS18,CLLZ21] allow to generate a quantum state that can be used to generate exactly one valid signature.

Food for Thought

What about adaptive reductions?
(PRGs from OWFs [HILL])

Thanks!