Trapdoor simulation of quantum algorithms

Daniel J. Bernstein
University of Illinois at Chicago &
Technische Universiteit Eindhoven

Joint work with:

Tung Chou

Technische Universiteit Eindhoven

"WHAT is your algorithm?"

"WHAT is your algorithm?"

"Heapsort. Here's the code."

"WHAT is your algorithm?"

"Heapsort. Here's the code."

"WHAT does it accomplish?"

- "WHAT is your algorithm?"
- "Heapsort. Here's the code."
- "WHAT does it accomplish?"
- "It sorts the input array in place. Here's a proof."

"WHAT is your algorithm?"

"Heapsort. Here's the code."

"WHAT does it accomplish?"

"It sorts the input array in place. Here's a proof."

"WHAT is its run time?"

"WHAT is your algorithm?"

"Heapsort. Here's the code."

"WHAT does it accomplish?"

"It sorts the input array in place. Here's a proof."

"WHAT is its run time?"

" $O(n \lg n)$ comparisons; and $\Theta(n \lg n)$ comparisons for most inputs. Here's a proof."

"WHAT is your algorithm?"

"Heapsort. Here's the code."

"WHAT does it accomplish?"

"It sorts the input array in place. Here's a proof."

"WHAT is its run time?"

" $O(n \lg n)$ comparisons; and $\Theta(n \lg n)$ comparisons for most inputs. Here's a proof."

"You may pass."

Critical question for ECC security: How hard is ECDLP?

Critical question for ECC security: How hard is ECDLP?

Standard estimate for "strong" ECC groups of prime order ℓ : Latest "negating" variants of "distinguished point" rho methods break an average ECDLP instance using $\approx 0.886 \sqrt{\ell}$ additions.

Critical question for ECC security: How hard is ECDLP?

Standard estimate for "strong" ECC groups of prime order ℓ : Latest "negating" variants of "distinguished point" rho methods break an average ECDLP instance using $\approx 0.886 \sqrt{\ell}$ additions.

Is this proven? No!

Is this provable? Maybe not!

Critical question for ECC security: How hard is ECDLP?

Standard estimate for "strong" ECC groups of prime order ℓ : Latest "negating" variants of "distinguished point" rho methods break an average ECDLP instance using $\approx 0.886 \sqrt{\ell}$ additions.

Is this proven? No!

Is this provable? Maybe not!

So why do we think it's true?

2000 Gallant-Lambert-Vanstone: inadequately specified statement of a negating rho algorithm.

2000 Gallant–Lambert–Vanstone: inadequately specified statement of a negating rho algorithm.

2010 Bos-Kleinjung-Lenstra: a plausible interpretation of that algorithm is *non-functional*.

2000 Gallant–Lambert–Vanstone: inadequately specified statement of a negating rho algorithm.

2010 Bos-Kleinjung-Lenstra: a plausible interpretation of that algorithm is *non-functional*.

See 2011 Bernstein-Lange-Schwabe for more history and better algorithms.

2000 Gallant–Lambert–Vanstone: inadequately specified statement of a negating rho algorithm.

2010 Bos-Kleinjung-Lenstra: a plausible interpretation of that algorithm is *non-functional*.

See 2011 Bernstein-Lange-Schwabe for more history and better algorithms.

Why do we believe that the latest algorithms work at the claimed speeds?

Experiments!

Code-based cryptography: we don't have proofs for the best decoding algorithms.

Code-based cryptography: we don't have proofs for the best decoding algorithms.

Lattice-based cryptography: we don't have proofs for the best lattice algorithms.

Code-based cryptography: we don't have proofs for the best decoding algorithms.

Lattice-based cryptography: we don't have proofs for the best lattice algorithms.

MQ-based cryptography: we don't have proofs for the best system-solving algorithms.

Code-based cryptography: we don't have proofs for the best decoding algorithms.

Lattice-based cryptography: we don't have proofs for the best lattice algorithms.

MQ-based cryptography: we don't have proofs for the best system-solving algorithms.

Confidence relies on experiments.

Where's my quantum computer?

Quantum-algorithm design is moving beyond textbook stage into algorithms without proofs.

Example: subset-sum exponent \approx 0.241 from 2013 Bernstein-Jeffery-Lange-Meurer.

Don't expect proofs or provability for the best quantum algorithms to attack post-quantum crypto.

How do we obtain confidence in analysis of these algorithms? Quantum experiments are hard.

Where's my big computer?

Analogy: Public hasn't carried out a 2⁸⁰ NFS RSA-1024 experiment.

Where's my big computer?

Analogy: Public hasn't carried out a 2⁸⁰ NFS RSA-1024 experiment.

But public has carried out 2^{50} , 2^{60} , 2^{70} NFS experiments. Hopefully not too much extrapolation error for 2^{80} .

Where's my big computer?

Analogy: Public hasn't carried out a 280 NFS RSA-1024 experiment.

But public has carried out 2^{50} , 2^{60} , 2^{70} NFS experiments. Hopefully not too much extrapolation error for 2^{80} .

Vastly larger extrapolation for the quantum situation. Imagine attacker performing 2^{80} operations on 2^{40} qubits; compare to today's challenges of 2^1 , 2^2 , 2^3 , 2^4 , 2^5 , 2^6 qubits.

Simulation

An algorithm simulation is a computer-assisted proof of the algorithm's performance for a particular input.

Simulation

An algorithm simulation is a computer-assisted proof of the algorithm's performance for a particular input.

Compared to traditional proofs:

Theorem statement is easier.

Steps in proof are easier.

Don't need to generalize beyond a single input.

Provability is guaranteed.

Proof has computer assistance, so less chance of error.

The standard structure of an algorithm simulation:

Compute s_0, s_1, s_2, \ldots and t_0, t_1, t_2, \ldots such that s_i represents algorithm state at time t_i .

Prove that the computation matches the original algorithm.

Special case: experiment. The computation *is* the original algorithm plus printouts of state. Particularly easy proof.

"If you can efficiently simulate a quantum algorithm using a pre-quantum computer then you have an efficient pre-quantum algorithm for the same problem."

"If you can efficiently simulate a quantum algorithm using a pre-quantum computer then you have an efficient pre-quantum algorithm for the same problem."

No, not necessarily!

"If you can efficiently simulate a quantum algorithm using a pre-quantum computer then you have an efficient pre-quantum algorithm for the same problem."

No, not necessarily!

"Yes, you do! Simply run the simulation on the same input and extract the original algorithm's output from the final state."

"If you can efficiently simulate a quantum algorithm using a pre-quantum computer then you have an efficient pre-quantum algorithm for the same problem."

No, not necessarily!

"Yes, you do! Simply run the simulation on the same input and extract the original algorithm's output from the final state."

Ah, but did I say that the simulation takes only this input?

Trapdoor simulation

Input to simulation doesn't have to be input to original algorithm.

Simulation can use extra input that makes simulation much faster than original algorithm.

Typical example:

- Algorithm input: f(x).
- Algorithm output: x.
- Simulation input: x.

This is still useful: can try many choices of x, understand algorithm for f(x).

For comparison:

Often see x inside proofs in traditional algorithm analyses.

Typical proof has formula $(x, i) \mapsto (s_i, t_i)$. Formula is proven inductively.

Simulation is more flexible. Given x, for each i, simulation computes (s_i, t_i) . Doesn't need unified formula that works for all x, i. Proof can work "locally".

2014.04 Chou → Ambainis: Simulation shows error in proof of 2003 Ambainis distinctness algorithm.

2014.04 Chou → Ambainis: Simulation shows error in proof of 2003 Ambainis distinctness algorithm.

Ambainis: Yes, thanks, will fix.

2014.04 Chou → Ambainis: Simulation shows error in proof of 2003 Ambainis distinctness algorithm.

Ambainis: Yes, thanks, will fix.

2014.04 Chou → Childs: Simulation shows that 2003 Childs–Eisenberg distinctness algorithm is non-functional; need to take half angle.

2014.04 Chou → Ambainis: Simulation shows error in proof of 2003 Ambainis distinctness algorithm.

Ambainis: Yes, thanks, will fix.

2014.04 Chou → Childs: Simulation shows that 2003 Childs–Eisenberg distinctness algorithm is non-functional; need to take half angle.

Childs: Yes. Typo, already fixed in 2005 journal version.