

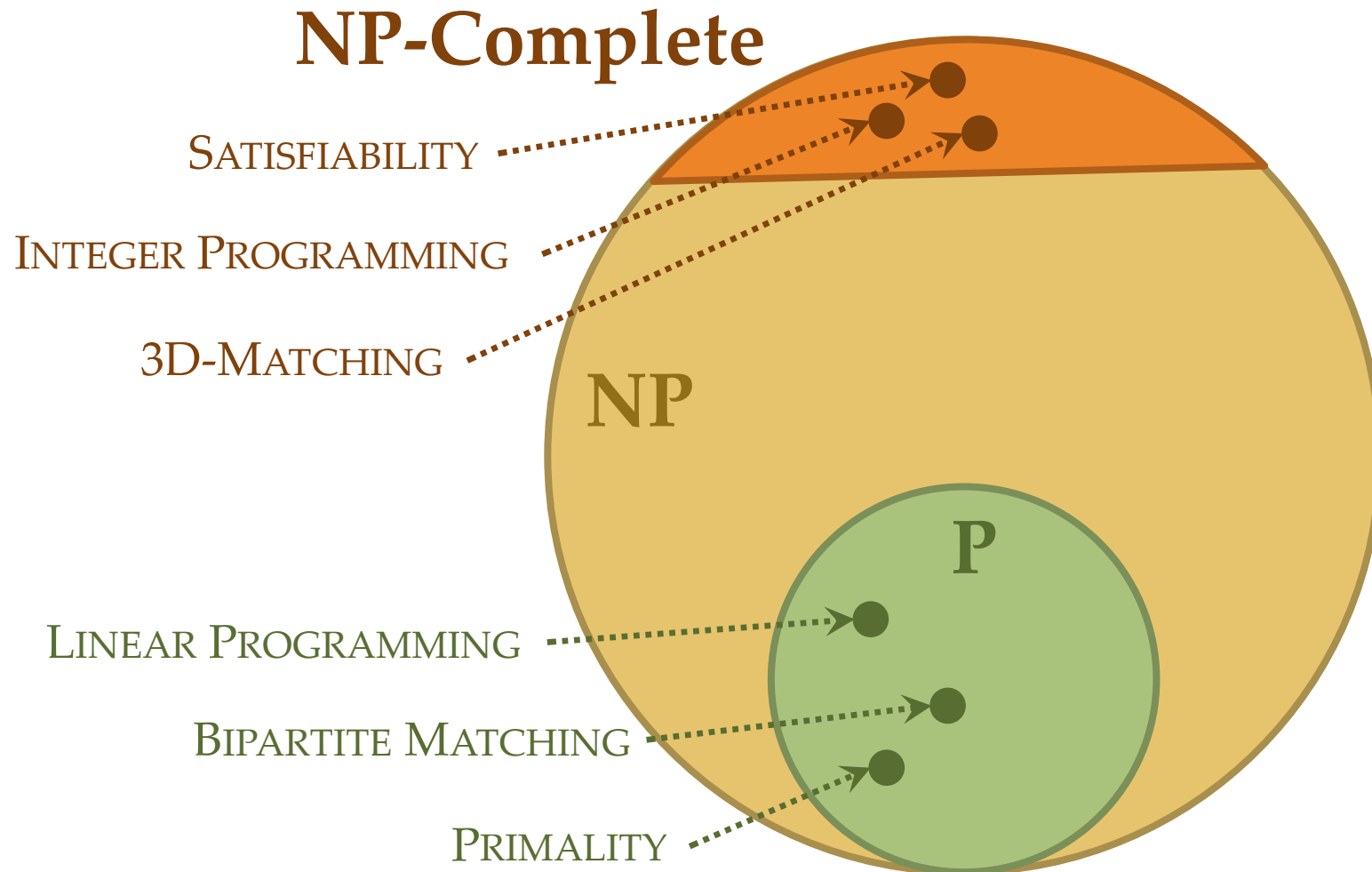


PPP-Completeness with Connections to Cryptography

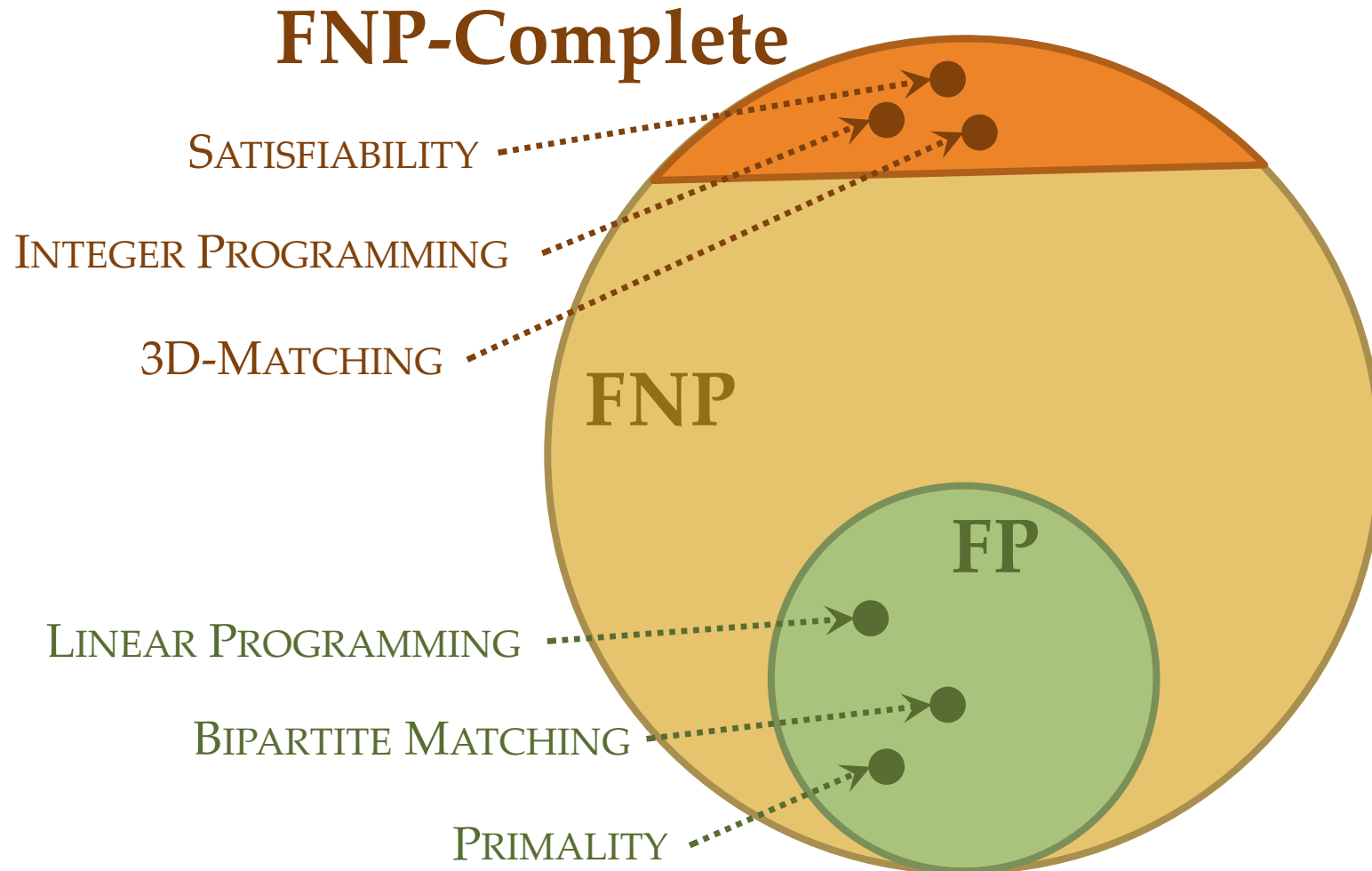
Katerina Sotiraki
MIT

based on work with M. Göös, P. Kamath, M. Zampetakis, G. Zirdelis

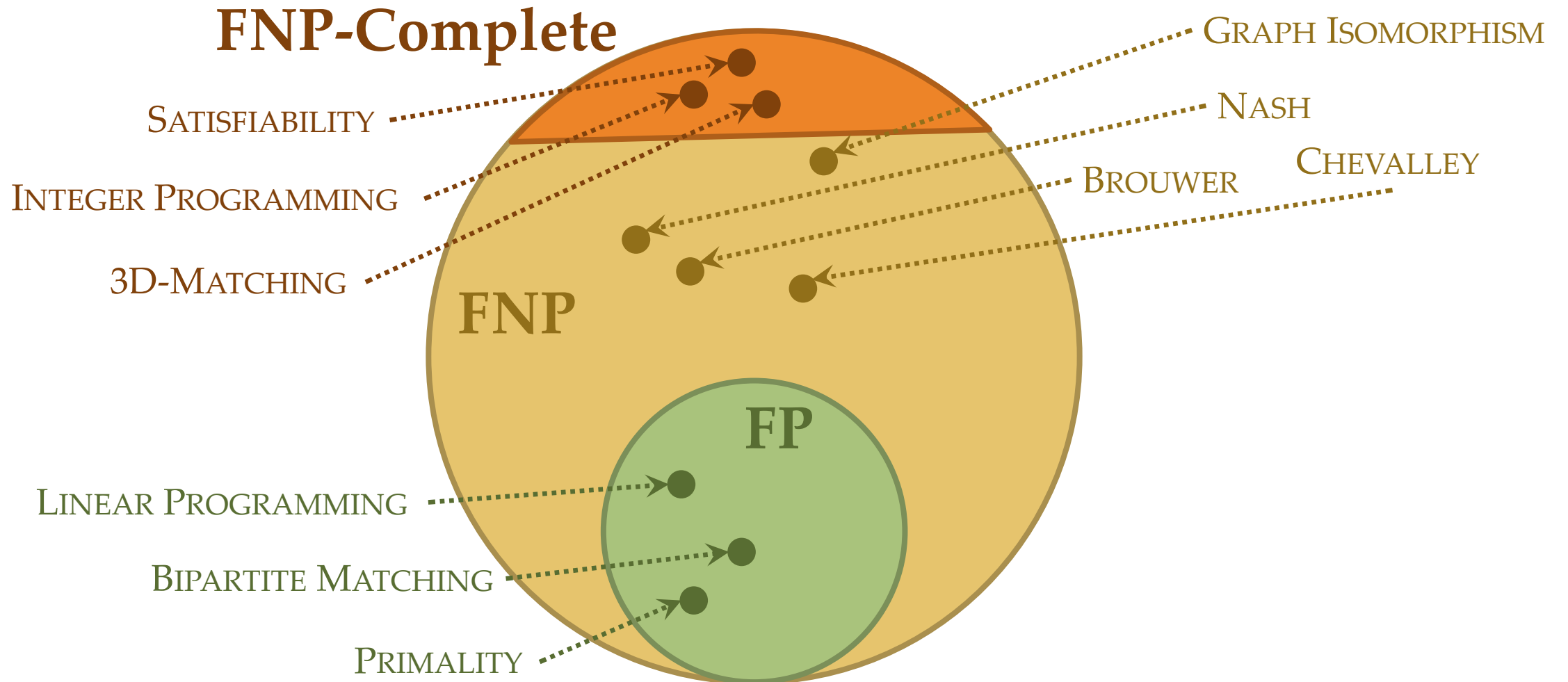
DECISION PROBLEMS: P vs. NP



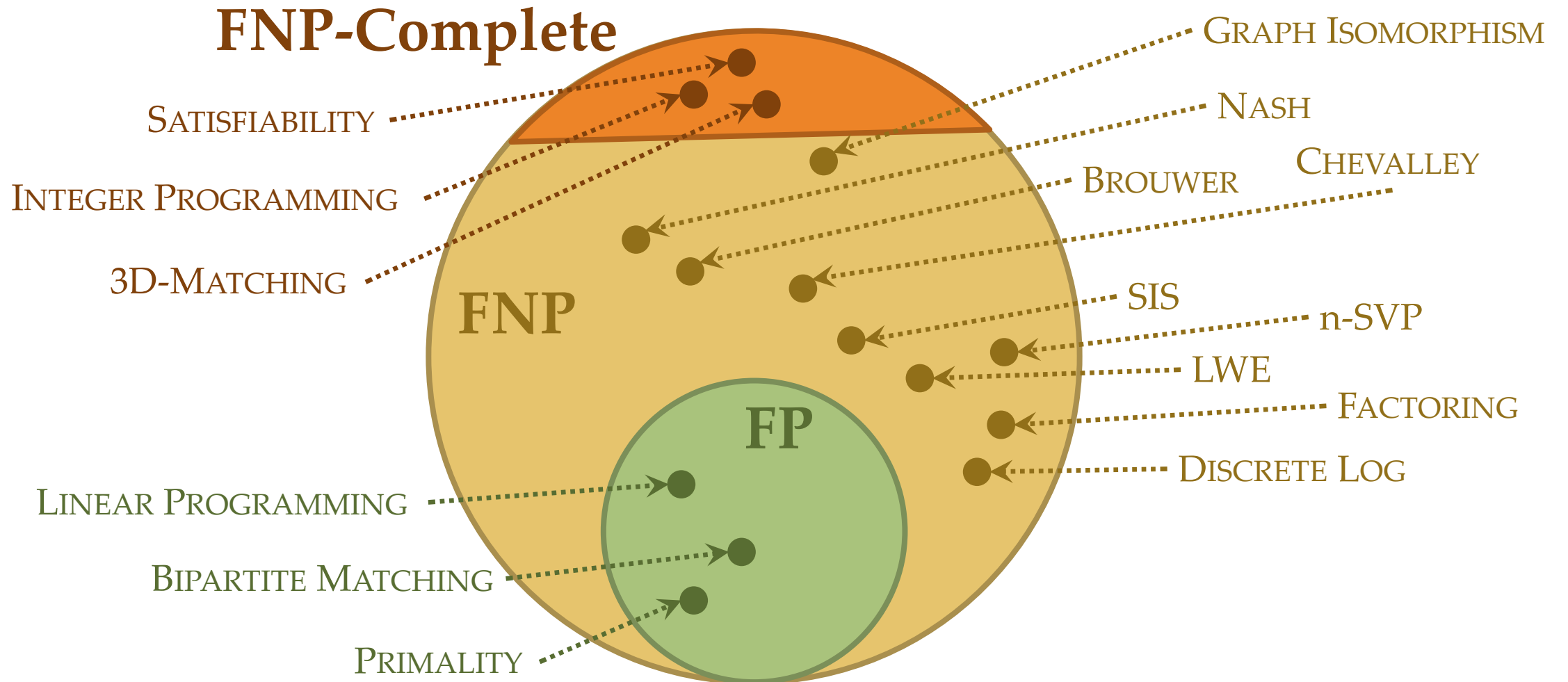
SEARCH PROBLEMS



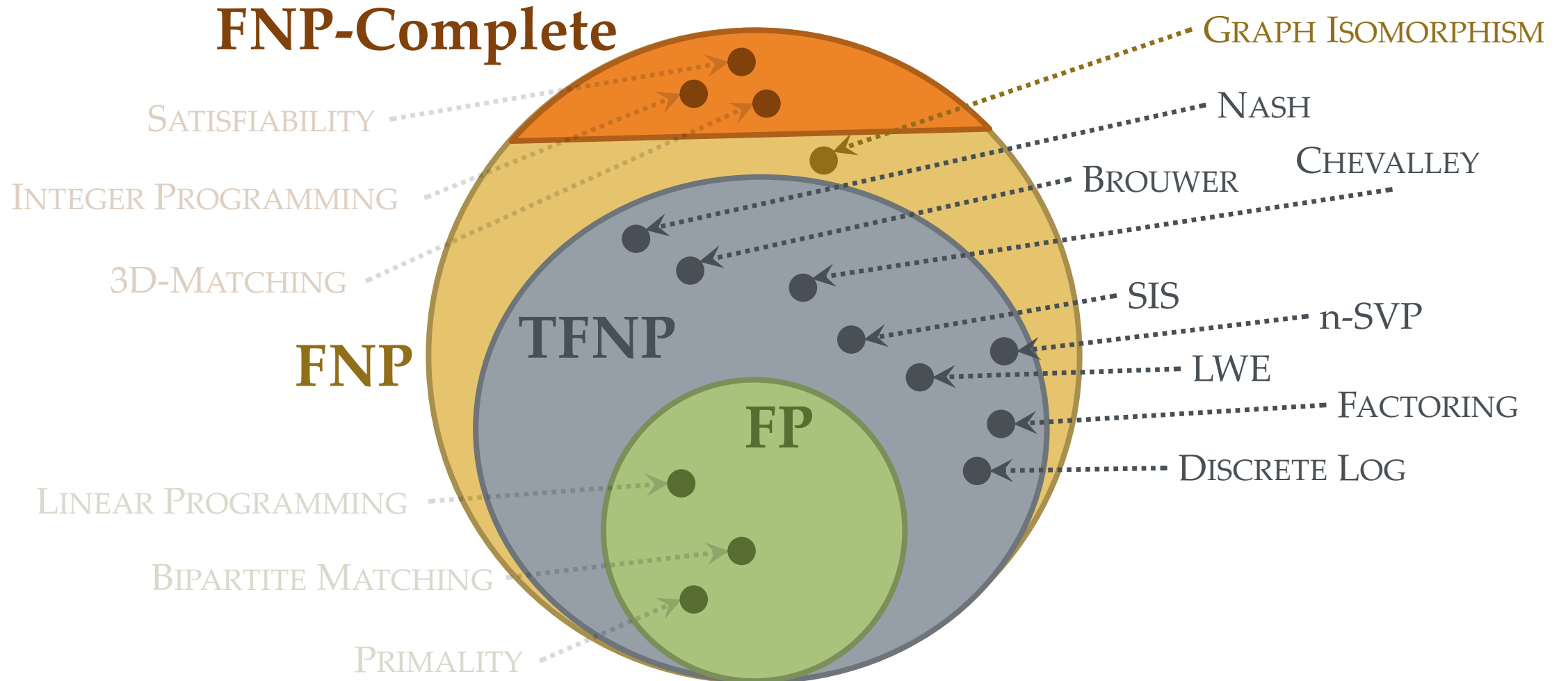
SEARCH PROBLEMS



SEARCH PROBLEMS



TOTAL SEARCH PROBLEMS



COMPLEXITY OF TOTAL SEARCH PROBLEMS

FNP: class of search problems whose decision version is in NP.

TFNP: class of total search problems of FNP, i.e. a solution always exists.

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Theorem [Johnson Papadimitriou Yannakakis '88, Megiddo Papadimitriou '91]:

If some problem $L \in \mathbf{TFNP}$ is **FNP**-complete under *deterministic* reductions then $\mathbf{NP} = \mathbf{co-NP}$.

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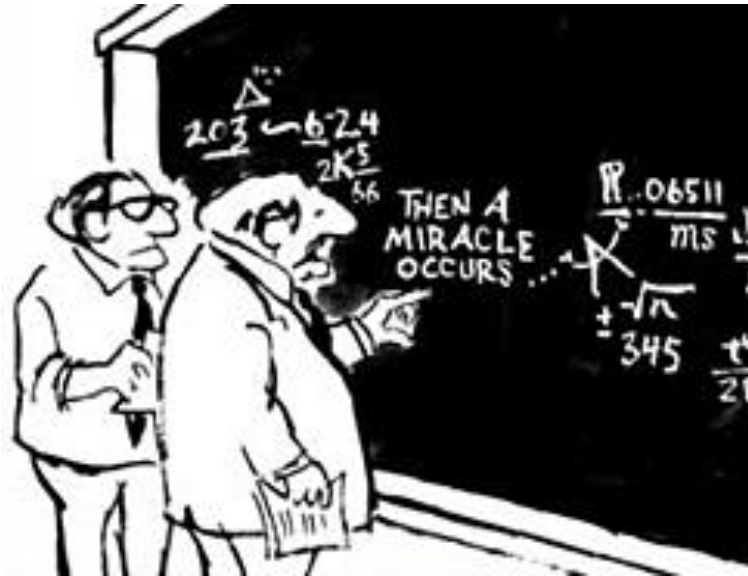
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Theorem [Mahmoody Xiao '09]:

If some problem $L \in \mathbf{TFNP}$ is **FNP**-complete under *randomized* reductions then SAT is checkable.

A COMPLEXITY THEORY OF TOTAL SEARCH PROBLEMS?



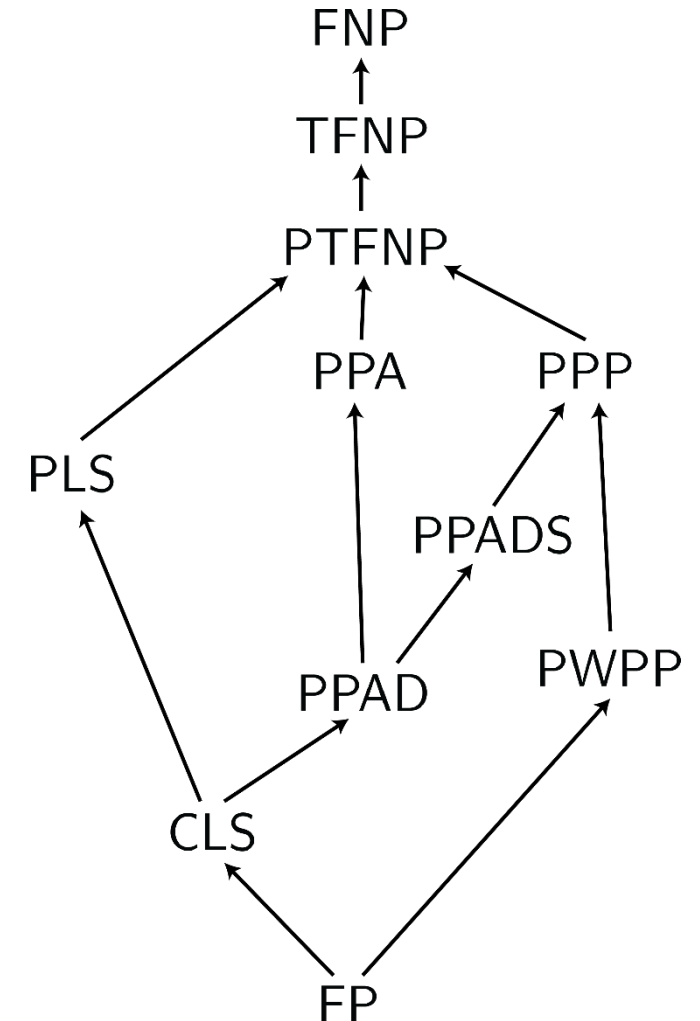
“Total search problems should be classified in terms of the profound mathematical principles that are invoked to establish their totality.”

Papadimitriou '94

COMPLEXITY OF TOTAL SEARCH PROBLEMS

TFNP: class of total search problems of FNP, i.e. a solution always exists [Megiddo Papadimitriou 91]

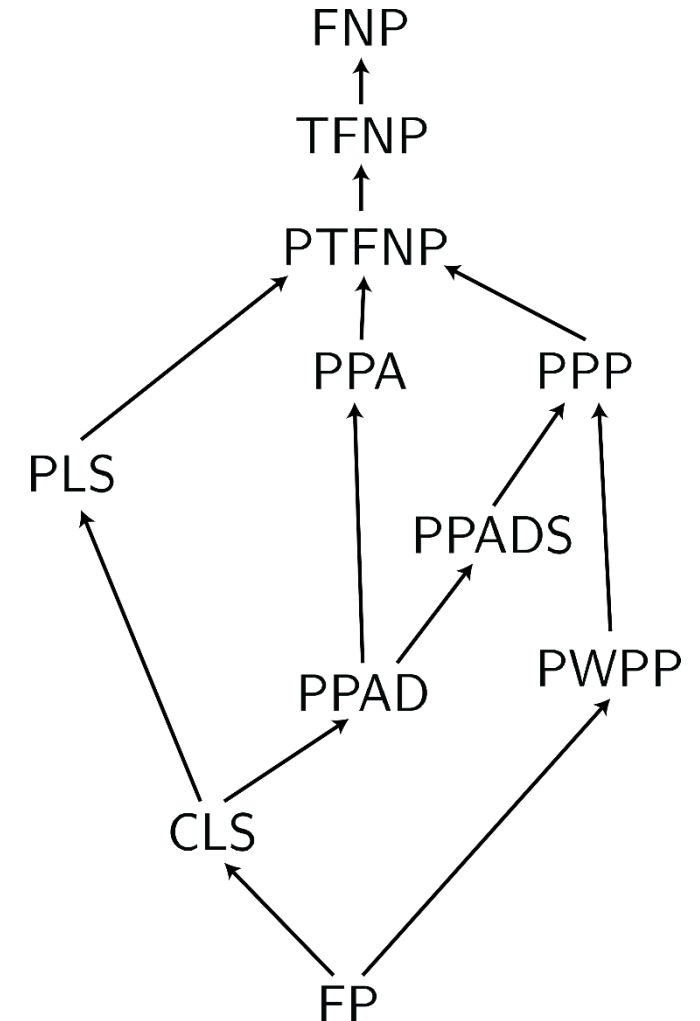
Subclasses of TFNP introduced by [Johnson Papadimitriou Yannakakis 88], [Papadimitriou 94], [Daskalakis Papadimitriou 11], [Jerabek 16]



COMPLEXITY OF TOTAL SEARCH PROBLEMS

Many applications in game theory, economics, social choice,
(discrete / continuous) optimization

e.g. [JYP88], [BCE+98], [EGG06], [CDDT09], [DP11], [R15],
[R16], [BIQ+17], [GP17], [DTZ18], [FG18] ...



COMPLEXITY OF TOTAL SEARCH PROBLEMS

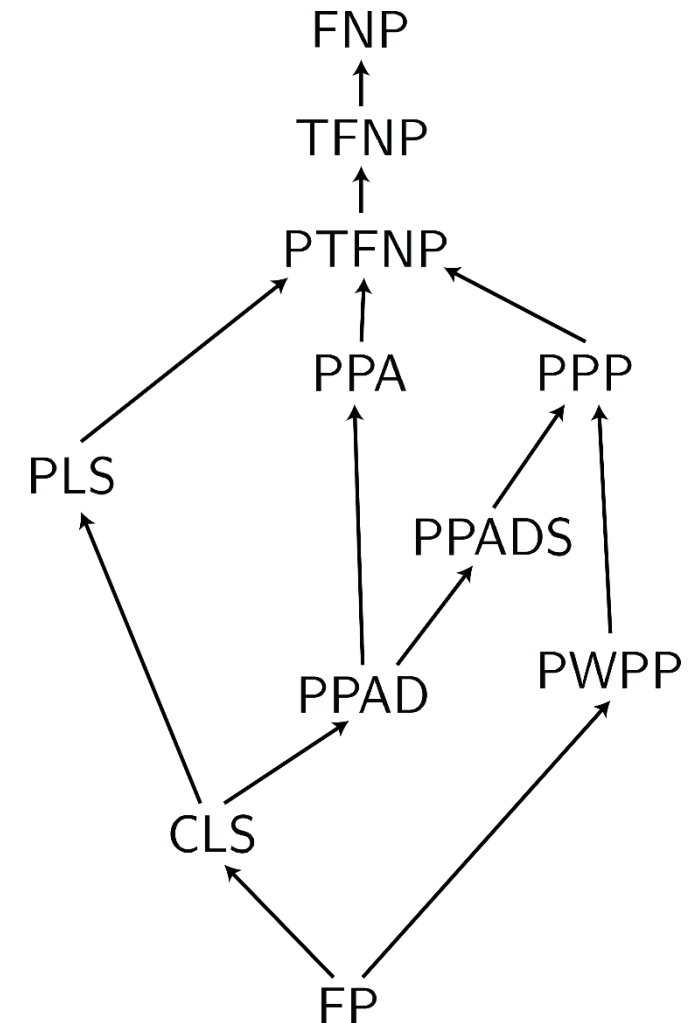
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Most celebrated result:

NASH is PPAD-complete

[Daskalakis Goldberg Papadimitriou 06], [Chen Deng Teng 06]



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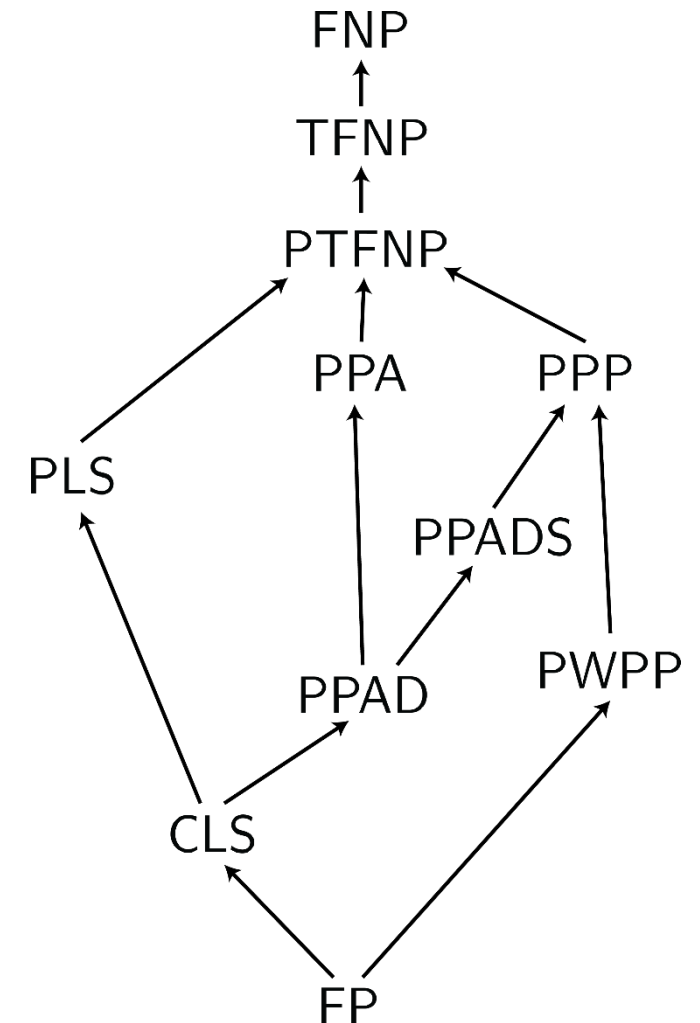
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Many applications in Cryptography [B06], [J16]

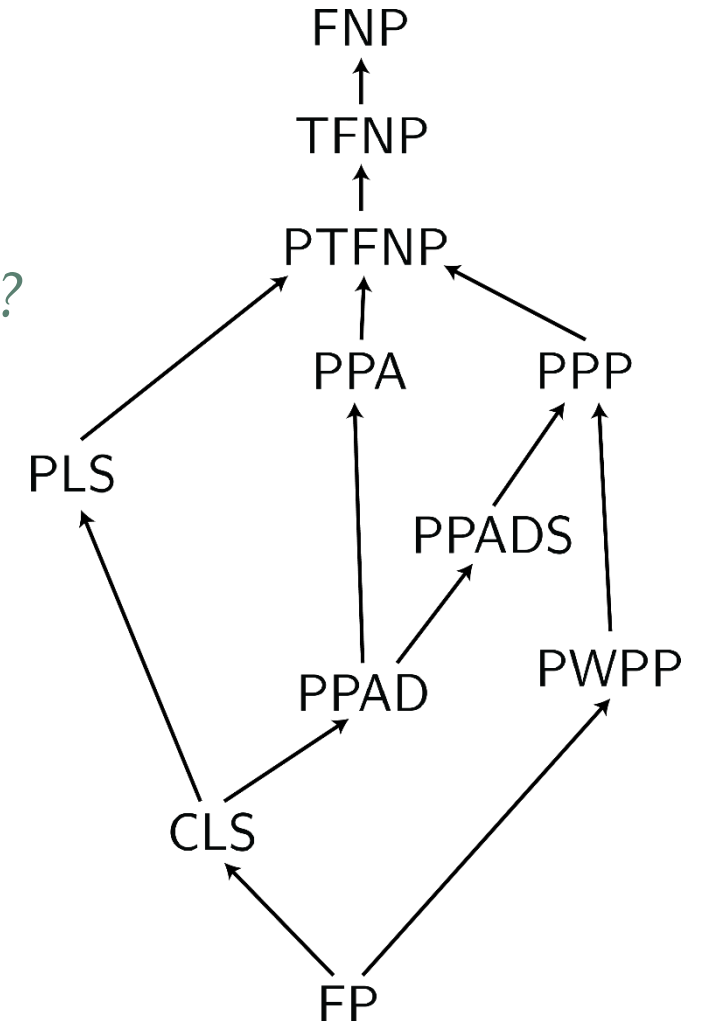
[BPR15], [GPS16], [HY17], [CHKPRR19],[KNY17]...



COMPLEXITY OF TOTAL SEARCH PROBLEMS

*Are there **natural** complete problems for **TFNP** subclasses?*

Natural: a problem that does not explicitly contain a circuit or a Turing machine as part of the input.



NATURAL PROBLEMS

Natural: a problem that does not explicitly contain a circuit or a Turing machine as part of the input.

Example:

INPUT: Given the description M of a non-deterministic Turing machine and an input x .

OUTPUT: The value $M(x)$.

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SUBSET SUM

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Not natural!

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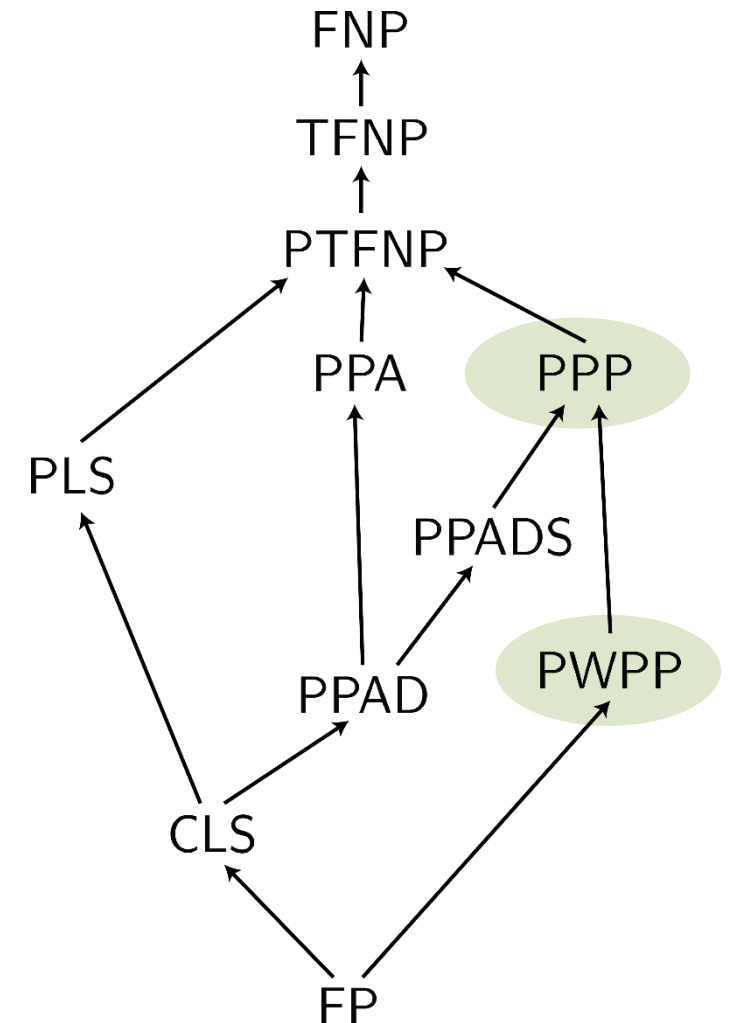
SUBSET SUM

COMPLEXITY OF TOTAL SEARCH PROBLEMS

Theorem [S Zampetakis Zirdelis 18]:
The first natural complete problems for PPP and PWPP



There are natural collision-resistant hash functions that are universal in a *worst-case* sense based on generalizations of SIS.

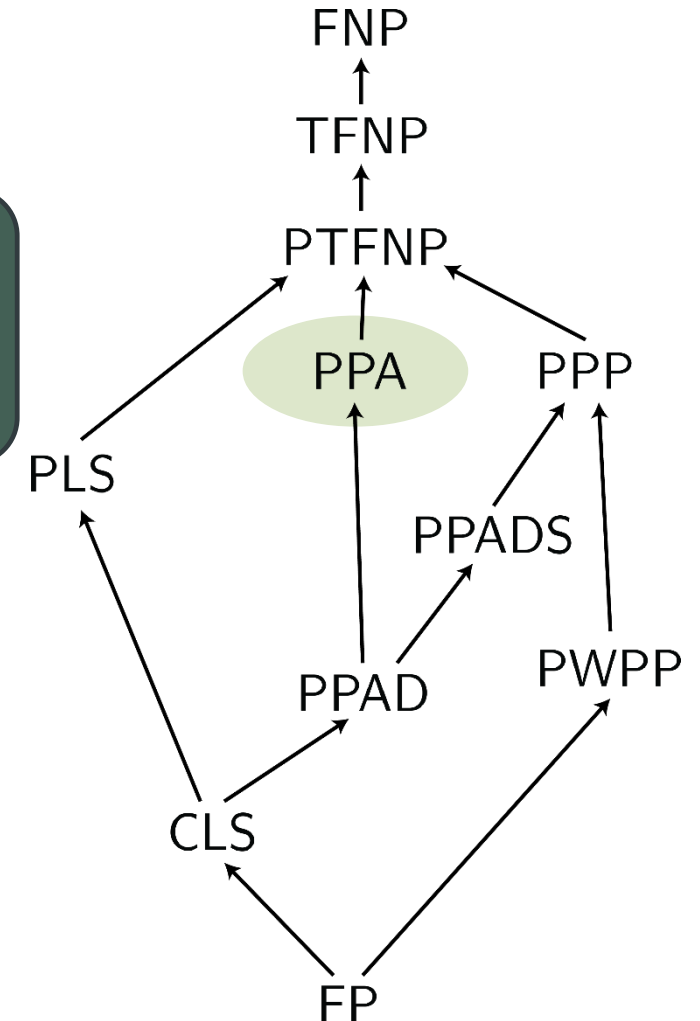


COMPLEXITY OF TOTAL SEARCH PROBLEMS

Theorem [Göös Kamath S Zampetakis 19] :
The first natural complete problems for PPA_p for any prime p .

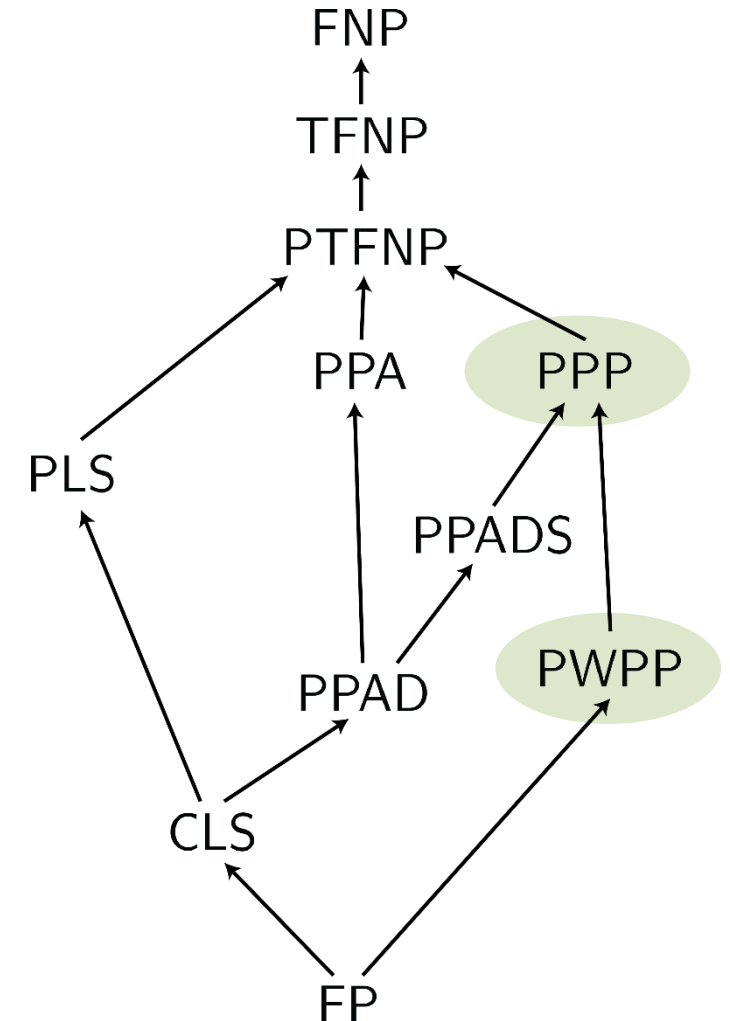


For some parameter range, SIS is no harder than the computational analogue of Chevalley-Waring Theorem.



COMPLEXITY OF TOTAL SEARCH PROBLEMS

PPP, PWPP \longrightarrow Pigeonhole principle



Theorem [S Zampetakis Zirdelis 18]:
The first natural complete problems for PPP and PWPP

POLYNOMIAL PIGEONHOLE PRINCIPLE

PPP:

Given a circuit $C : \{0, 1\}^n \rightarrow \{0, 1\}^n$. Find:

1. An \mathbf{x} s.t. $C(\mathbf{x}) = \mathbf{0}$ or
2. a collision, i.e. $\mathbf{x} \neq \mathbf{y}$ s.t. $C(\mathbf{x}) = C(\mathbf{y})$.

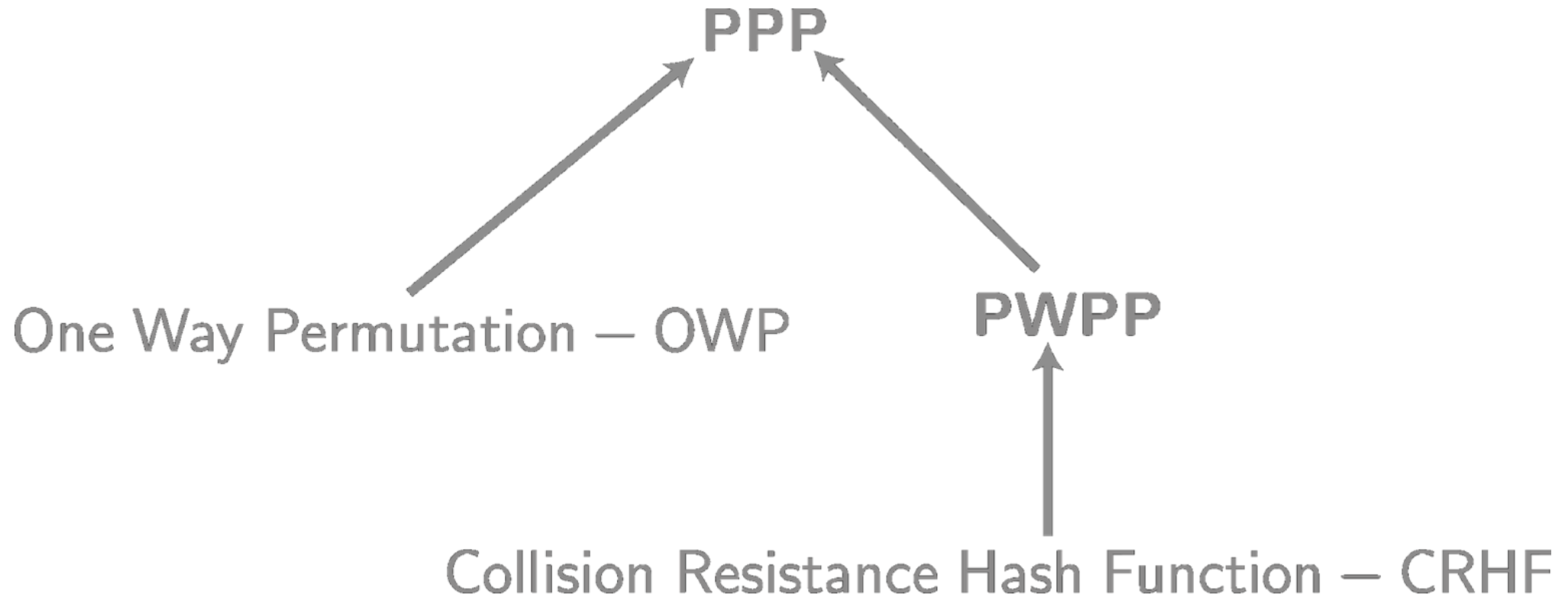
POLYNOMIAL WEAK PIGEONHOLE PRINCIPLE

PWPP:

Given a circuit $C : \{0, 1\}^n \rightarrow \{0, 1\}^m$, with $m < n$.

Find a collision, i.e. $\mathbf{x} \neq \mathbf{y}$ s.t. $C(\mathbf{x}) = C(\mathbf{y})$.

PPP/PWPP AND CRYPTOGRAPHY



PPP & LATTICES

MINKOWSKI

INPUT: A basis $\mathbf{B} \in \mathbb{Z}^{n \times n}$.

OUTPUT: A vector \mathbf{x} in the lattice $\mathcal{L}(\mathbf{B})$ such that $\|\mathbf{x}\|_{\infty} \leq \det^{1/n}(\mathbf{B})$.

PPP & LATTICES

(HERMITE SVP_∞)

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Theorem [S. Zampetakis Zirdelis '18, Ban Jain Papadimitiou Psomas Rubinstein '19]

MINKOWSKI is in PPP.

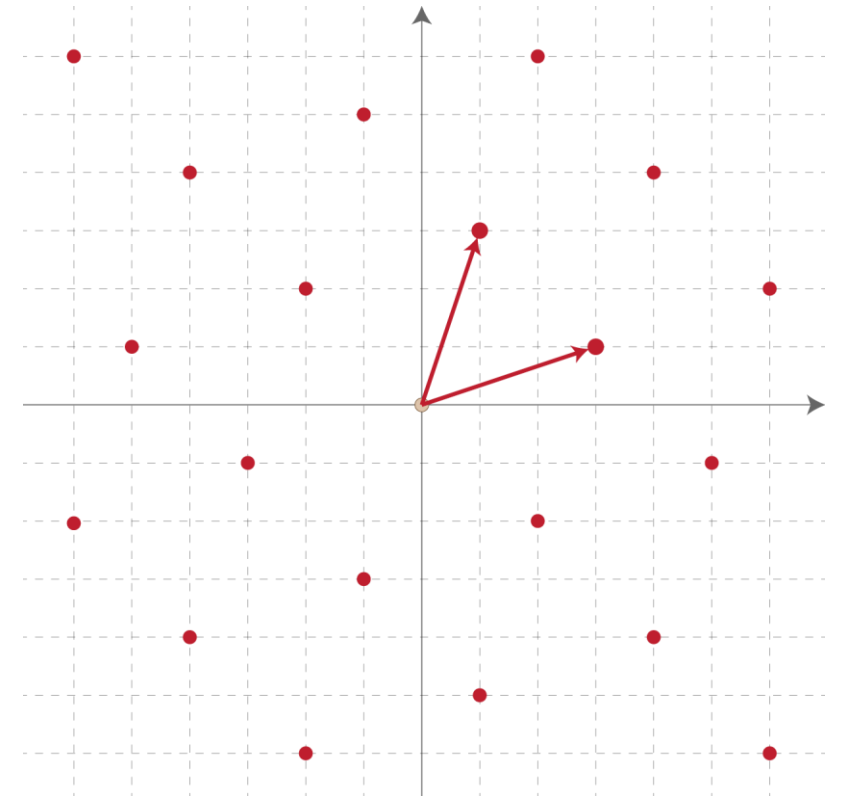
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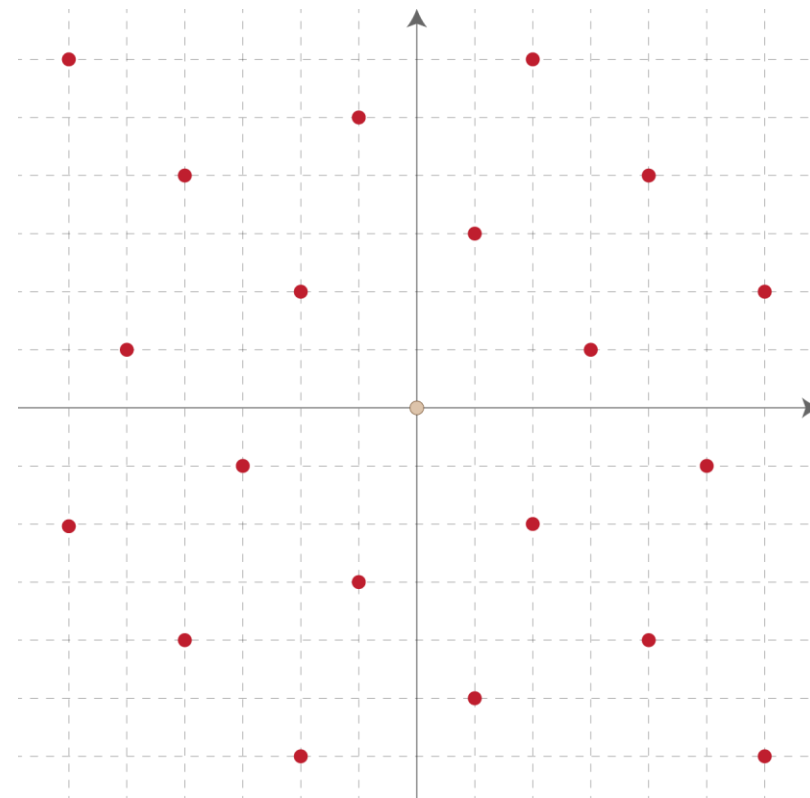
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MINKOWSKI IN PPP – PROOF



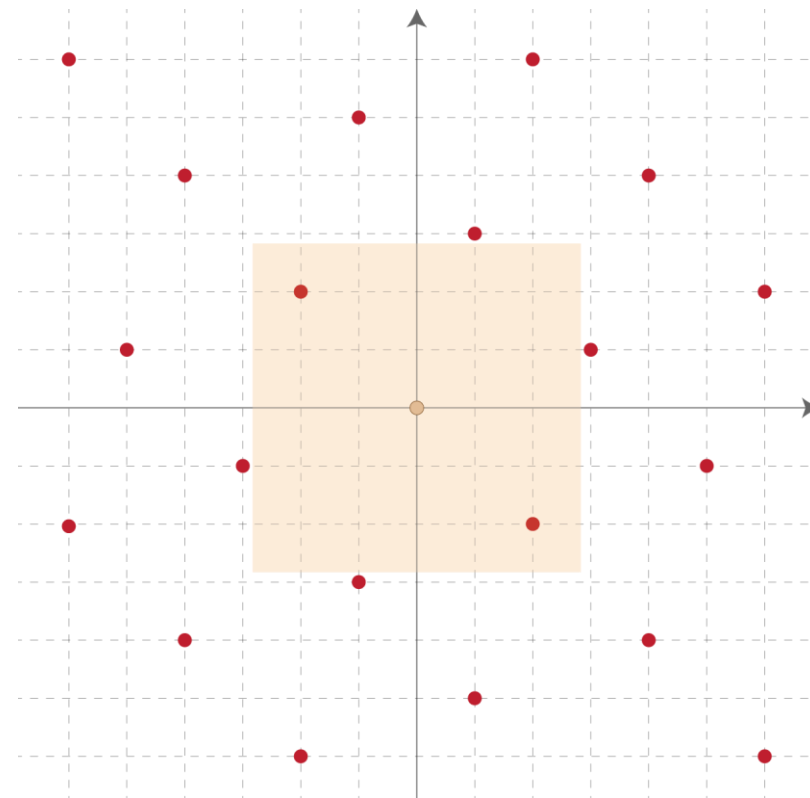
MINKOWSKI IN PPP – PROOF

$$\|\mathbf{x}\|_{\infty} \leq \det^{1/2}(\mathcal{L}) = \sqrt{8}$$

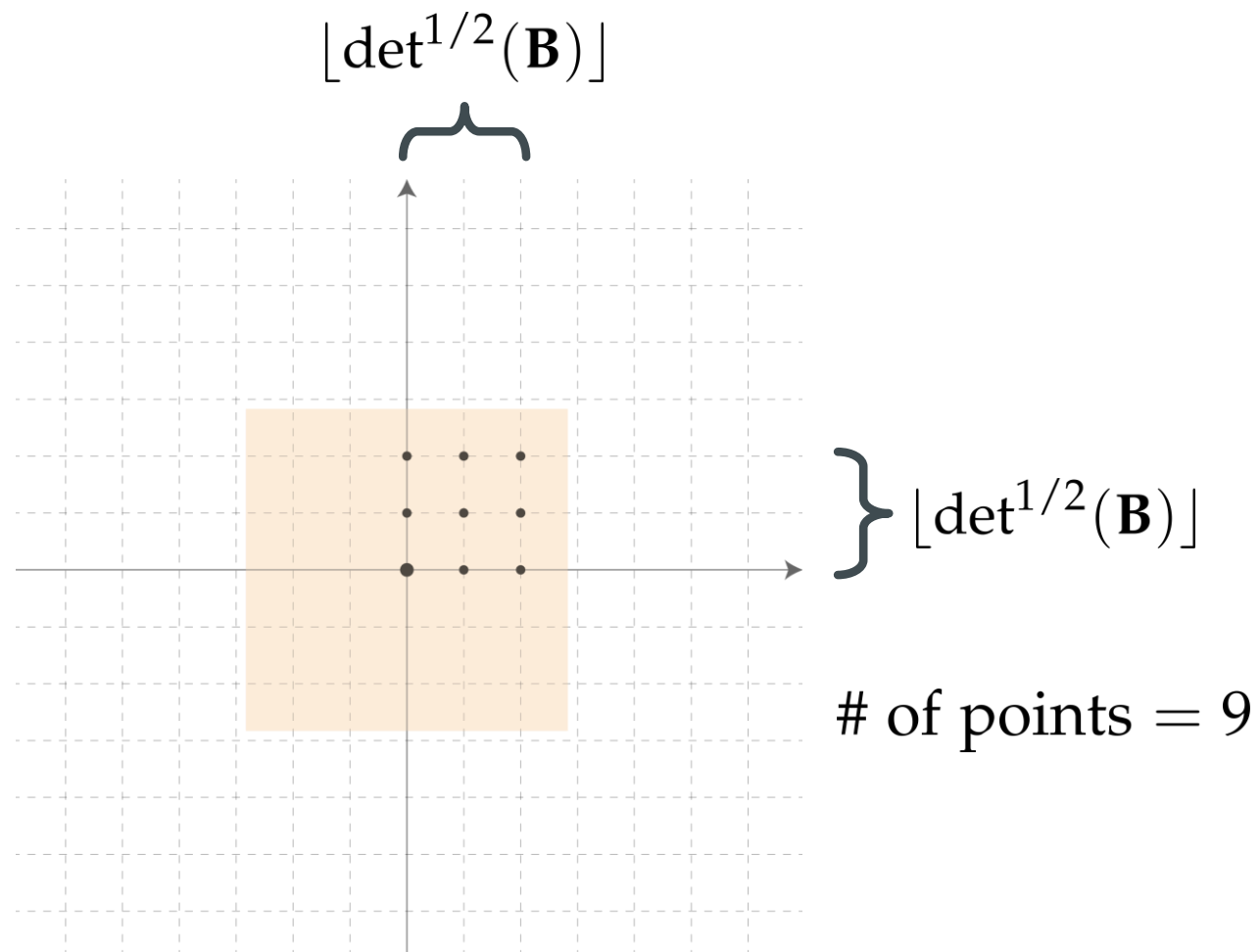


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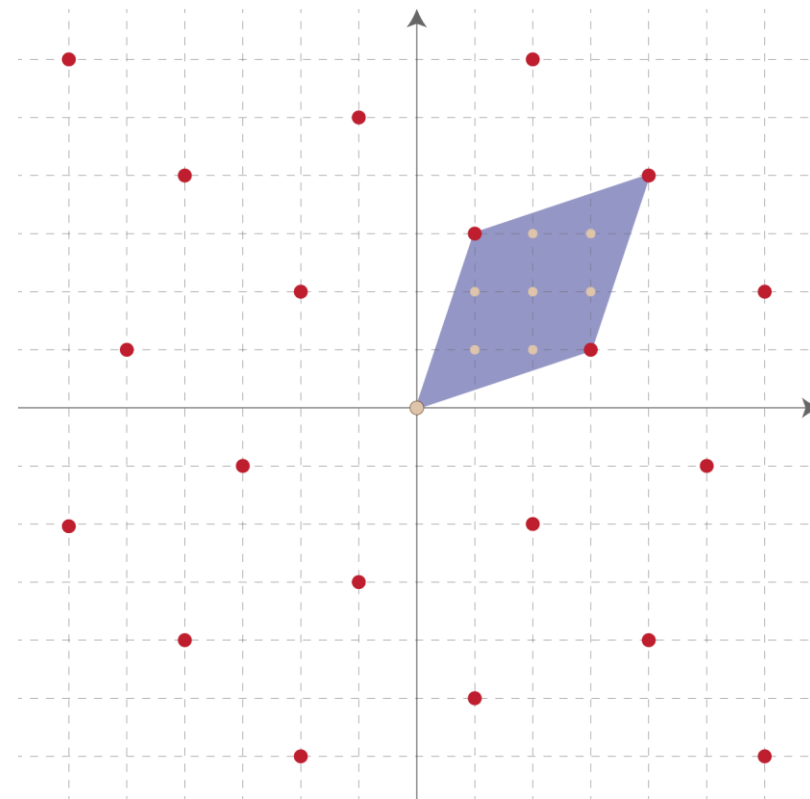
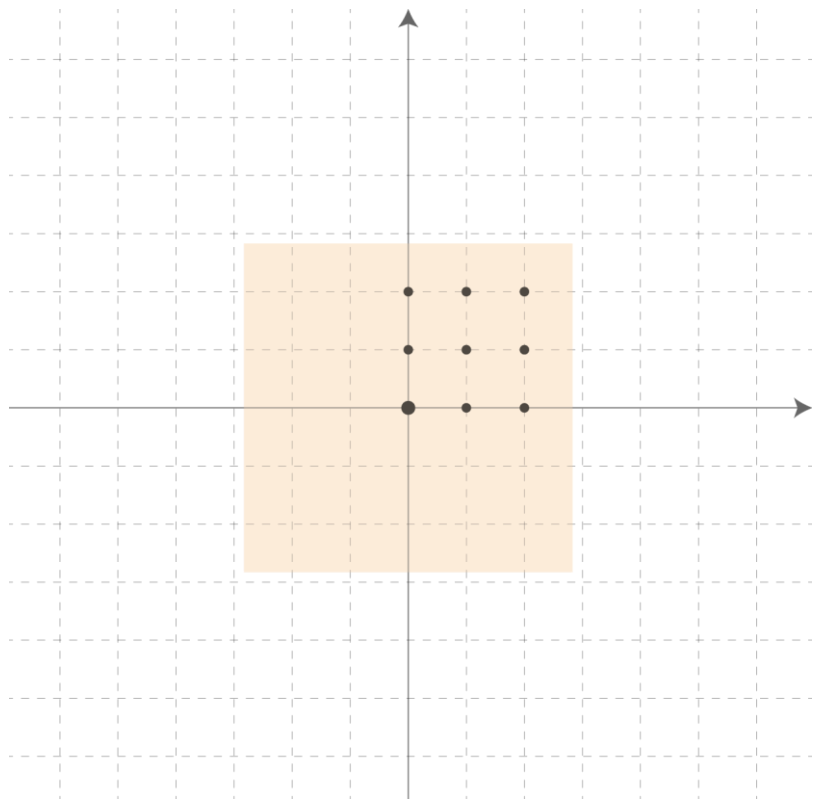


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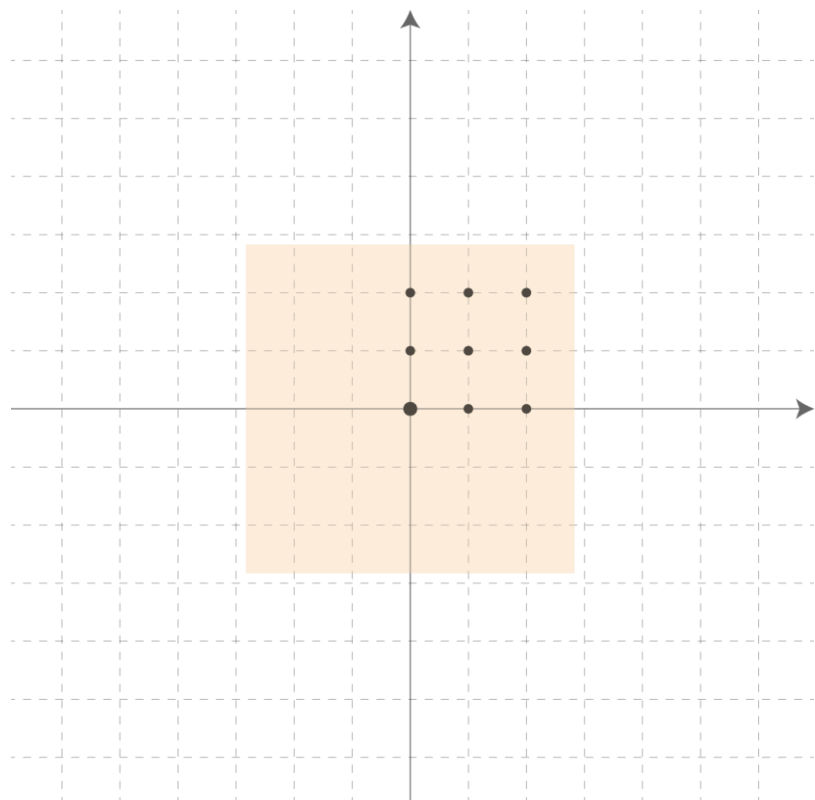
MINKOWSKI IN PPP – PROOF

of integer points in $P(\mathbf{B}) = |\det(\mathbf{B})| = 8$

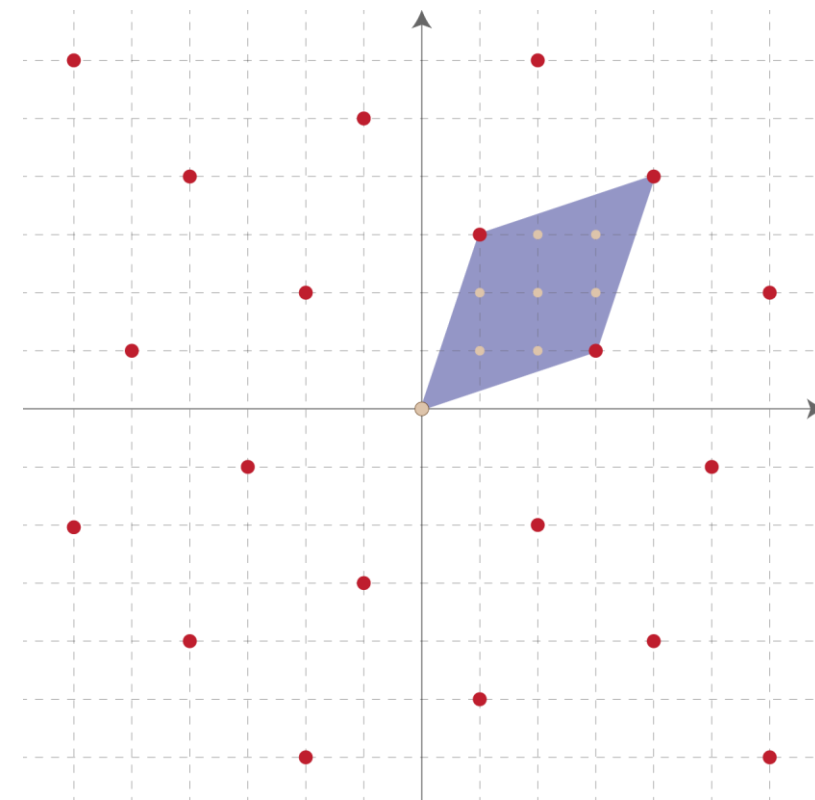


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(mod $P(\mathbf{B})$)



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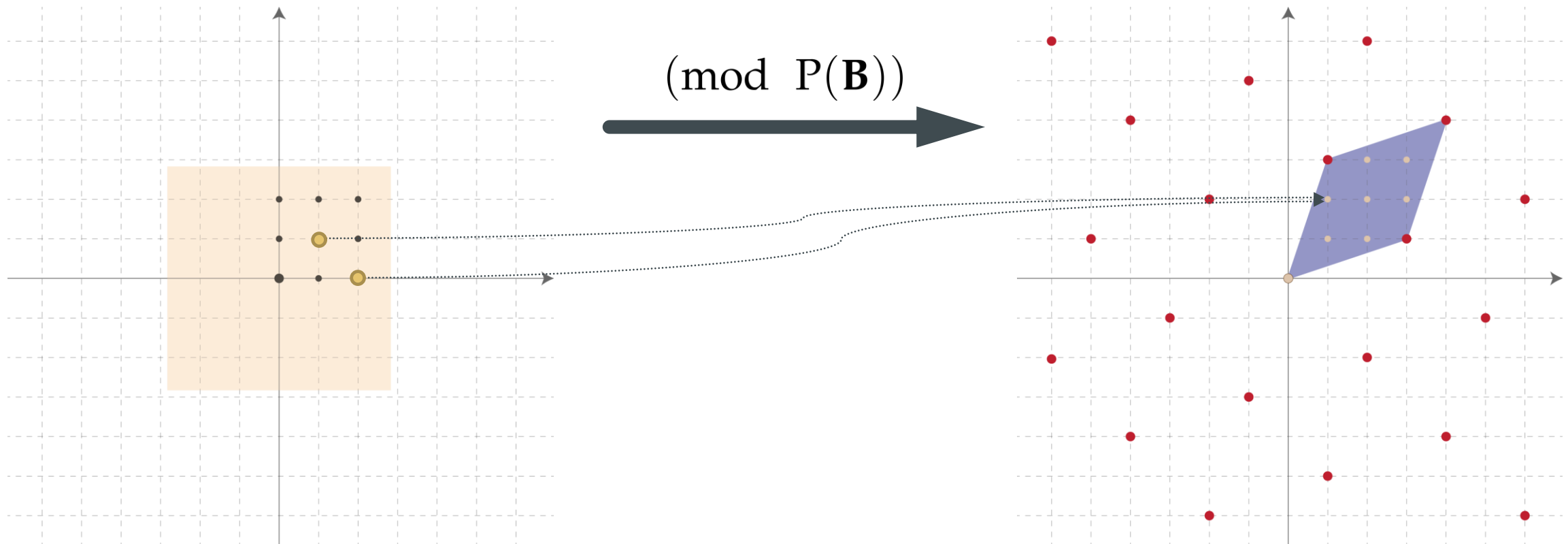
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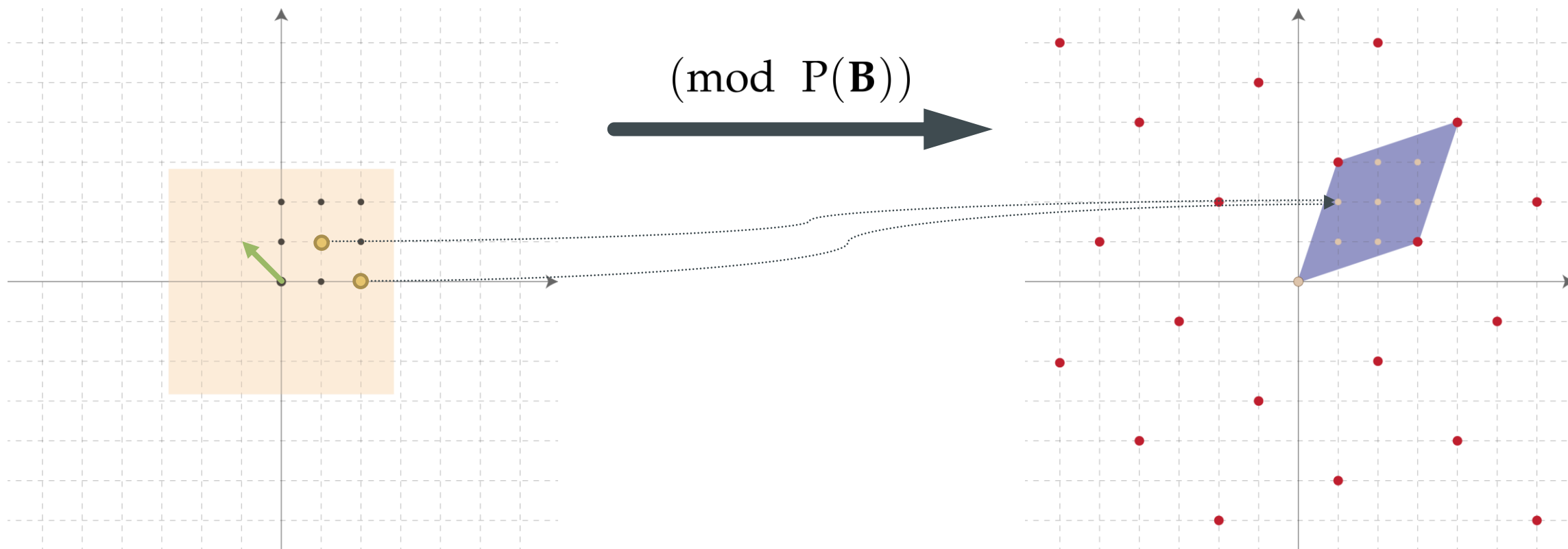
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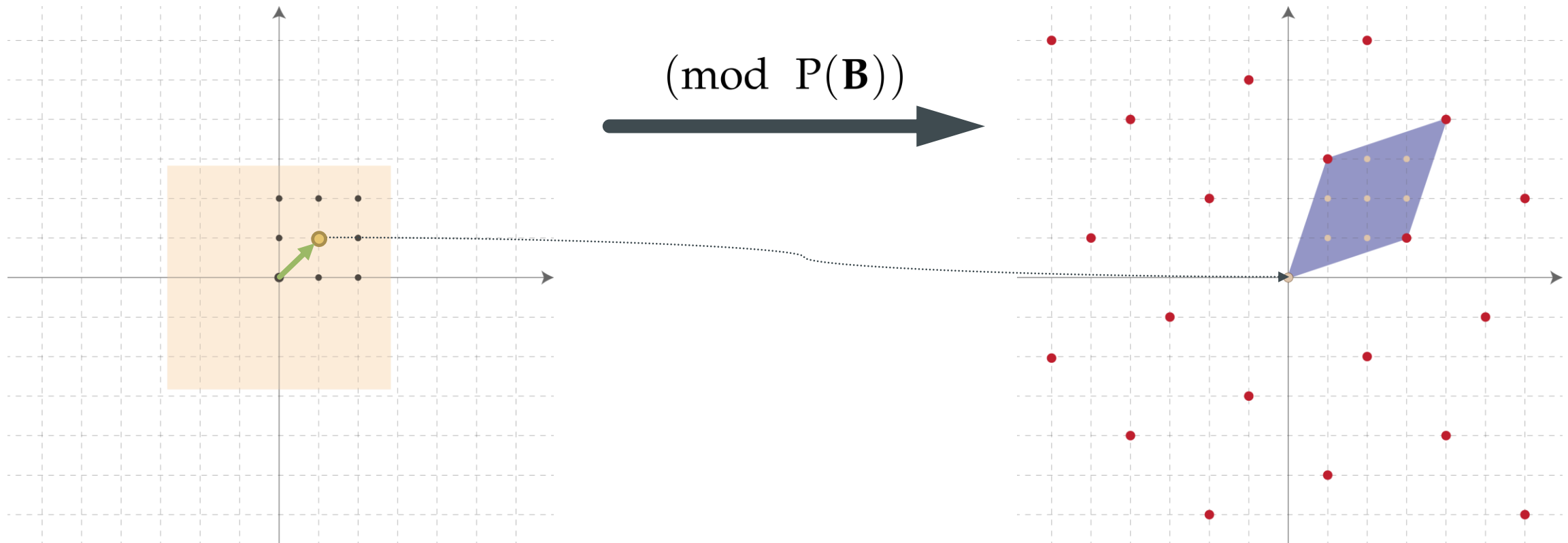
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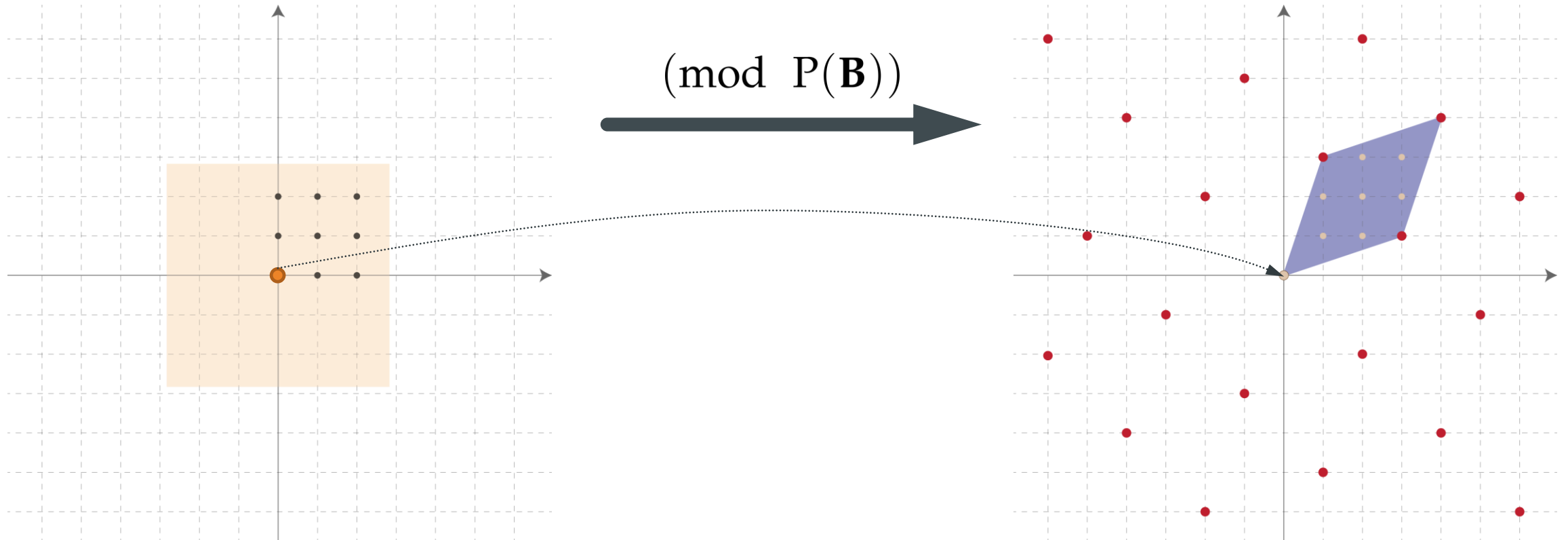
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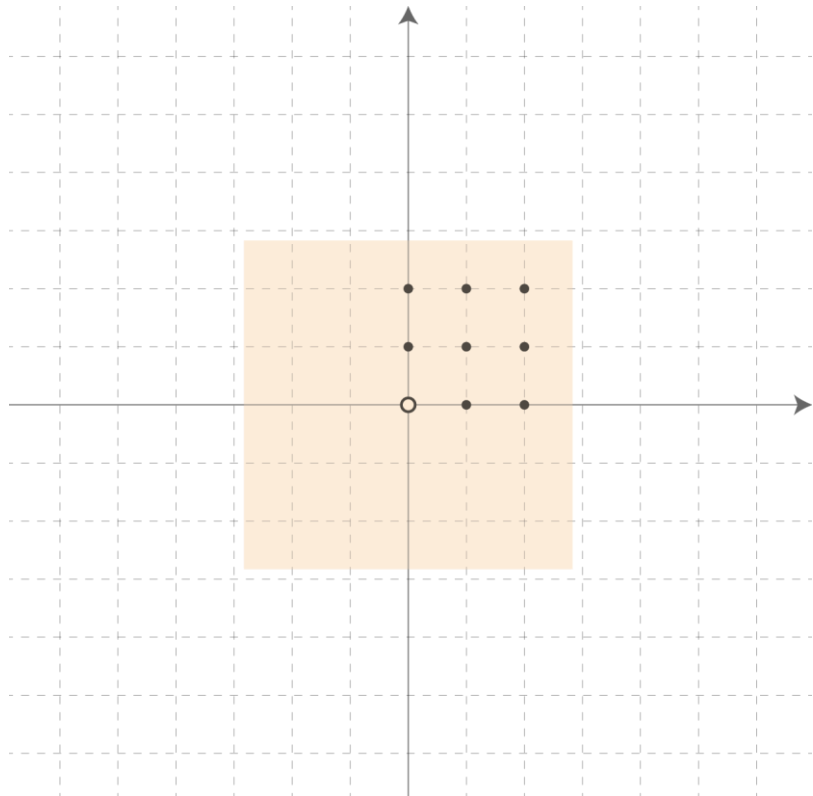
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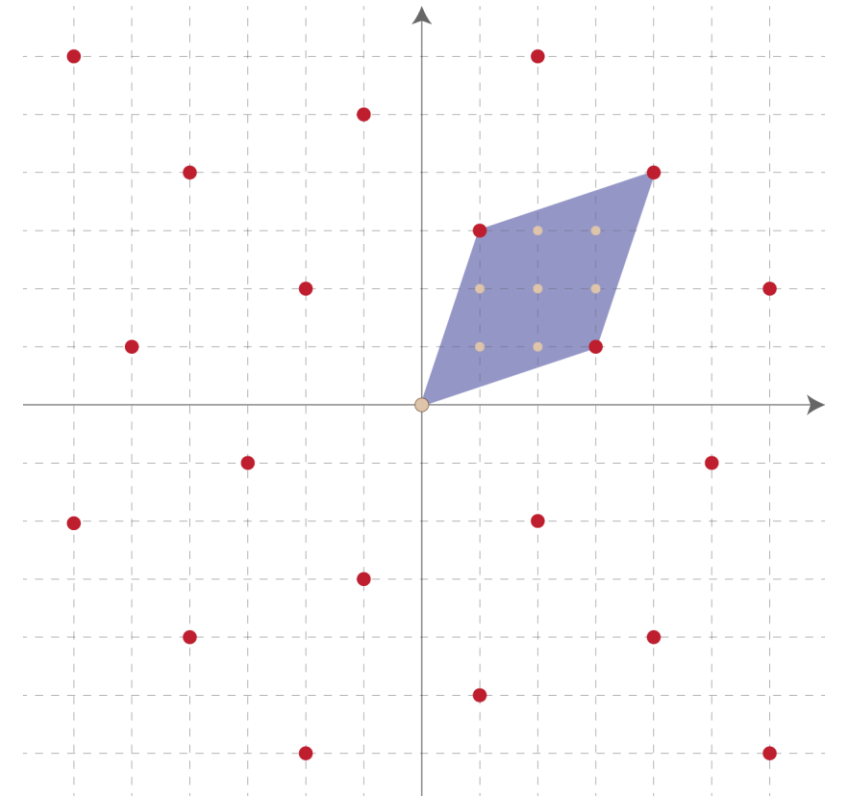


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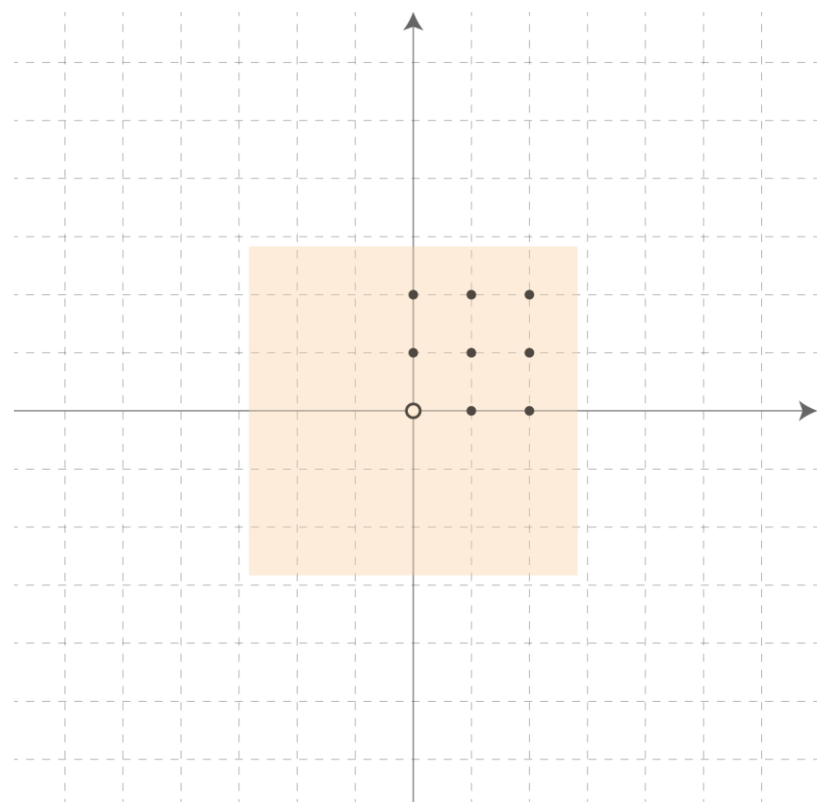


(mod $P(\mathbf{B})$)



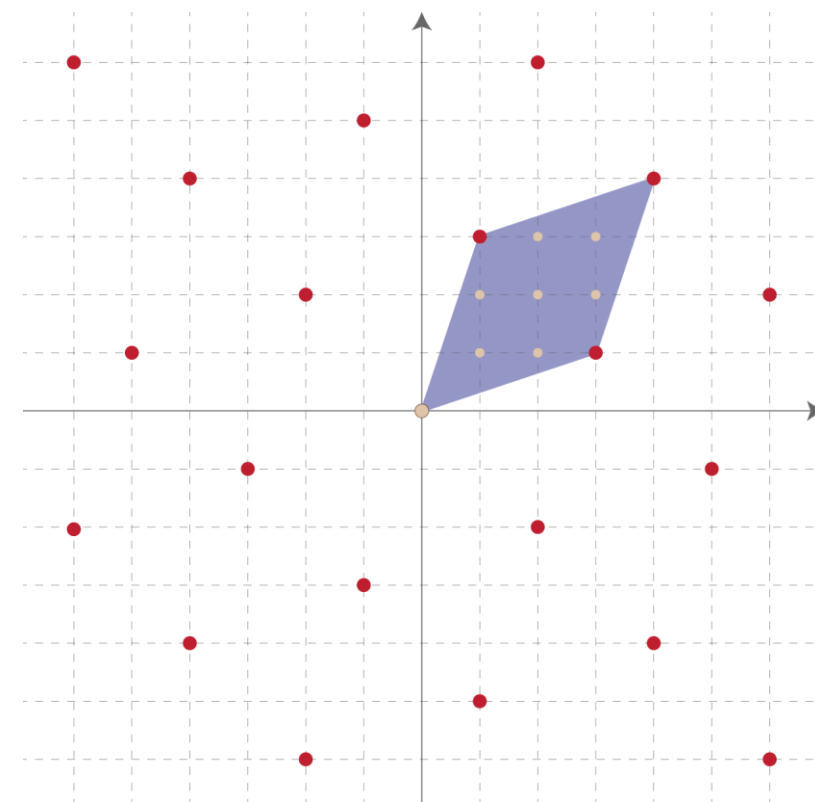
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$K = \# \text{ of points} = 8$

(mod $P(\mathbf{B})$)
→



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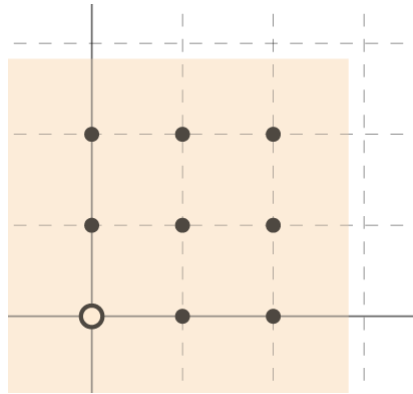
PPP:

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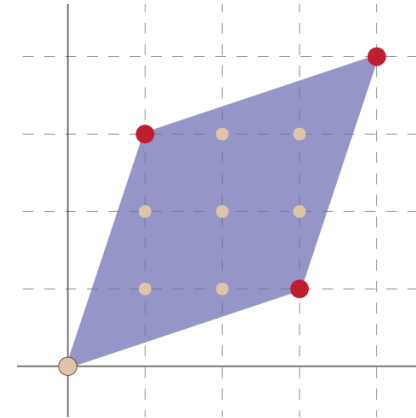
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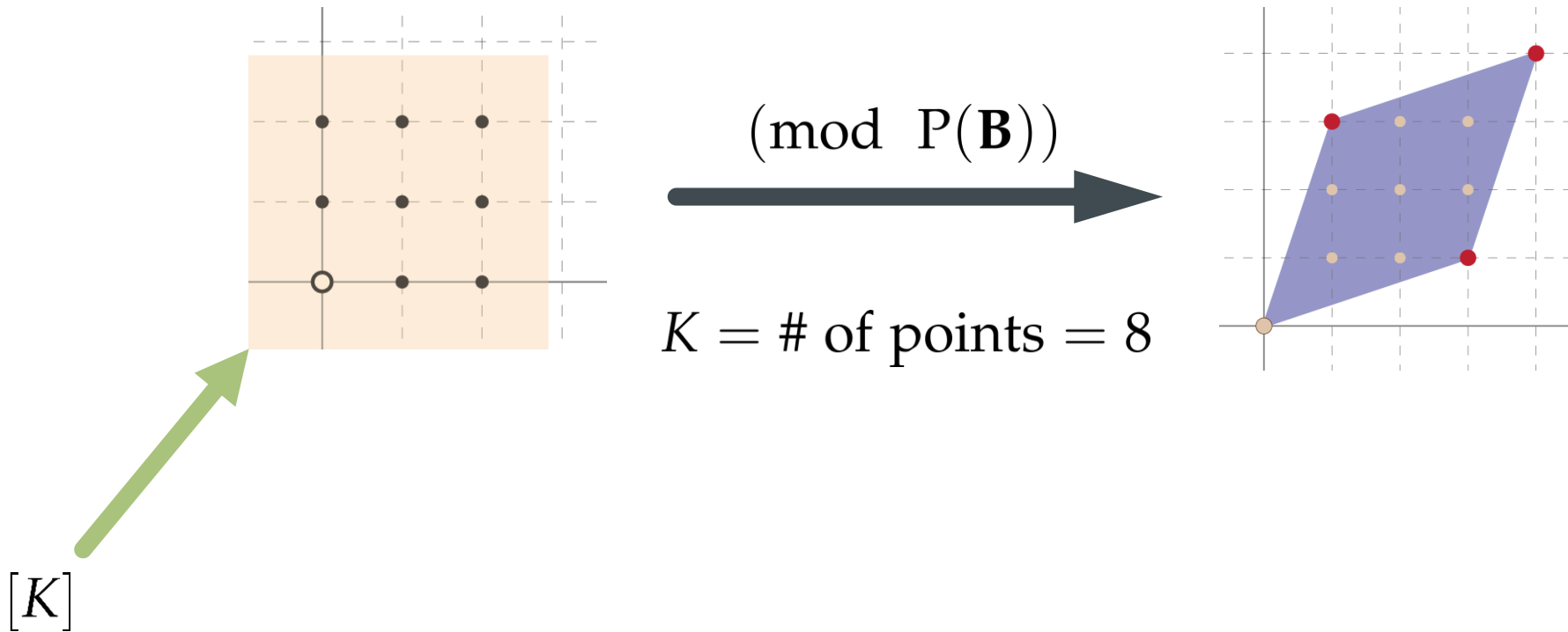


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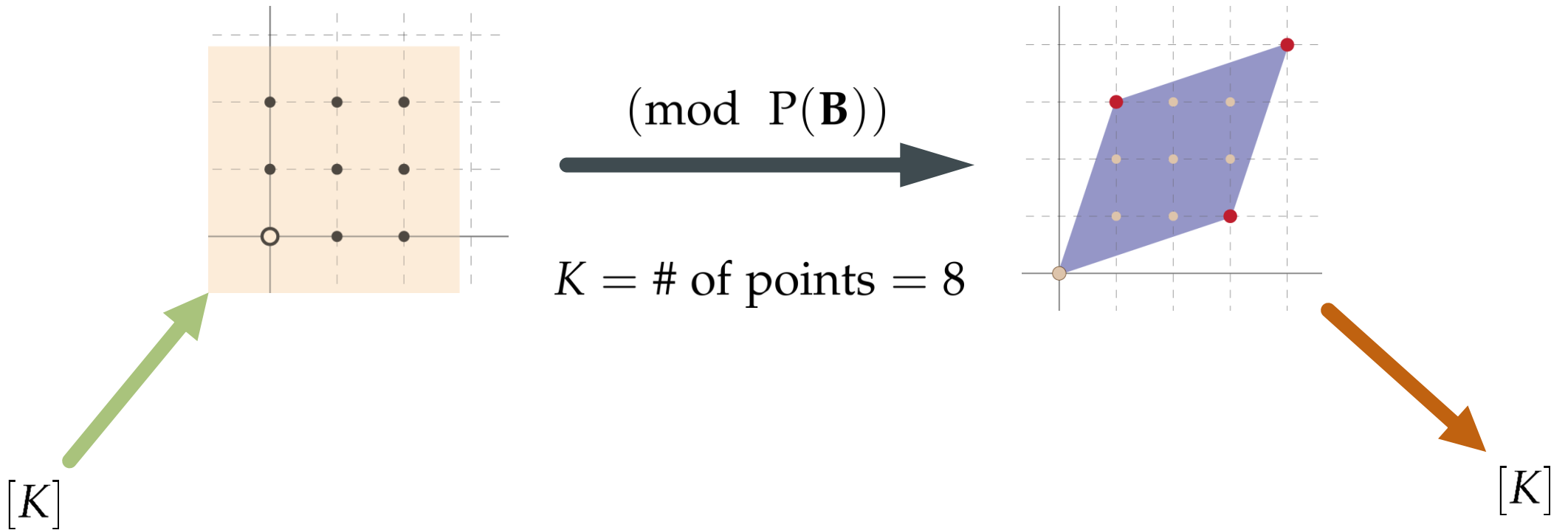
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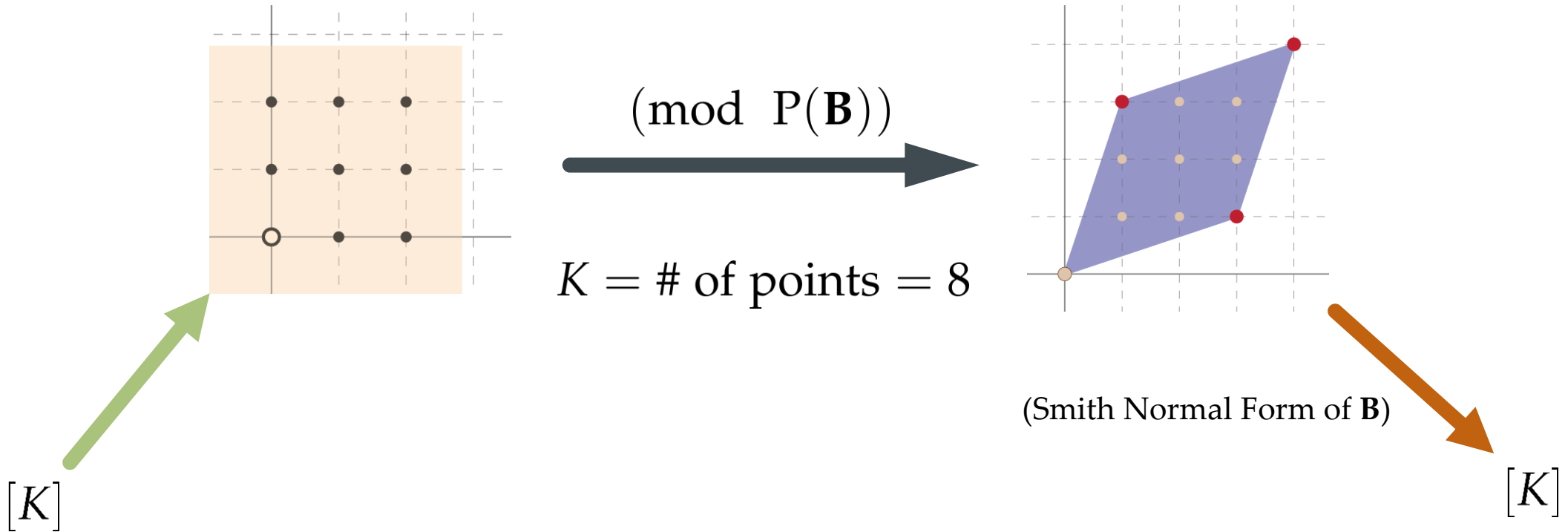
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SHORT INTEGER SOLUTION (SIS) PROBLEM

INPUT: $\mathbf{A} \in \mathbb{Z}_q^{r \times m}$, with $m > \log(q)r$.

OUTPUT: \mathbf{x} s.t. $\|\mathbf{x}\| \leq \beta$, $\mathbf{A}\mathbf{x} = \mathbf{0} \pmod{q}$
 $\mathbf{x} \neq \mathbf{0}$

SHORT INTEGER SOLUTION (SIS) PROBLEM

INPUT: $\mathbf{A} \in \mathbb{Z}_q^{r \times m}$, with $m > \log(q)r$.

OUTPUT: \mathbf{x} s.t. $\|\mathbf{x}\|_\infty \leq 1$ $\mathbf{A} \mathbf{x} = \mathbf{0} \pmod{q}$
 $\mathbf{x} \neq \mathbf{0}$

SHORT INTEGER SOLUTION (SIS) PROBLEM

INPUT: $\mathbf{A} \in \mathbb{Z}_q^{r \times m}$, with $m > \log(q)r$.

OUTPUT: $\mathbf{x}, \mathbf{y} \in \{0, 1\}^m$ s.t. $\mathbf{A}\mathbf{x} = \mathbf{A}\mathbf{y} \pmod{q}$

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Is this problem total?

SHORT INTEGER SOLUTION (SIS) PROBLEM

INPUT: $A \in \mathbb{Z}_q^{r \times m}$, with $m > \log(q)r$.

OUTPUT: $x, y \in \{0, 1\}^m$ s.t. $Ax = Ay \pmod{q}$

domain size is 2^m

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image size is q^r

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SHORT INTEGER SOLUTION (SIS) PROBLEM

INPUT: $A \in \mathbb{Z}_q^{r \times m}$, with $2^m > q^r$. The problem is total!

OUTPUT: $x, y \in \{0, 1\}^m$ s.t. $Ax = Ay \pmod{q}$

SHORT INTEGER SOLUTION (SIS) PROBLEM

The problem is total!

INPUT: $\mathbf{A} \in \mathbb{Z}_q^{r \times m}$, with $2^m > q^r$.

OUTPUT: $\begin{bmatrix} \mathbf{x} \\ \mathbf{y} \end{bmatrix} \in \{0, 1\}^m$ s.t. $\mathbf{A} \begin{bmatrix} \mathbf{x} \\ \mathbf{y} \end{bmatrix} = \mathbf{A} \begin{bmatrix} \mathbf{y} \\ \mathbf{x} \end{bmatrix} \pmod{q}$

SHORT INTEGER SOLUTION (SIS) PROBLEM

The problem is in PWPP!

INPUT: $\mathbf{A} \in \mathbb{Z}_q^{r \times m}$, with $2^m > q^r$.

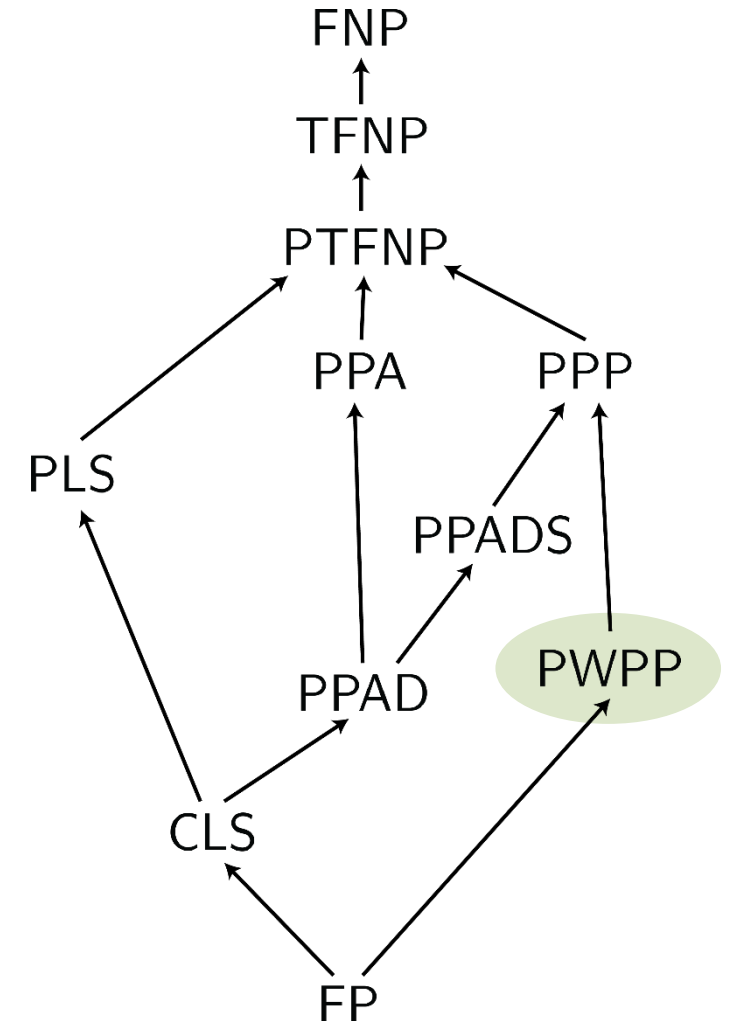
OUTPUT: $\begin{bmatrix} \mathbf{x} \\ \mathbf{y} \end{bmatrix} \in \{0, 1\}^m$ s.t. $\mathbf{A} \begin{bmatrix} \mathbf{x} \\ \mathbf{y} \end{bmatrix} = \mathbf{A} \begin{bmatrix} \mathbf{y} \\ \mathbf{x} \end{bmatrix} \pmod{q}$

$$\mathcal{C}(\mathbf{x}) = \mathbf{A}\mathbf{x} \pmod{q}$$

COMPLEXITY OF TOTAL SEARCH PROBLEMS

Theorem [Sampetakis Zirdelis 18]:
The first natural complete problems for PPP and PWPP

Constrained-SIS is PWPP-complete



PWPP-COMPLETE PROBLEM: CONSTRAINED SIS

INPUT: $\mathbf{A} \in \mathbb{Z}_q^{r \times m}$,
with $m > \log(q)(r + d)$ $\mathbf{G} \in \mathbb{Z}_q^{d \times m}$,
and *binary invertible*

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OUTPUT: $\mathbf{x} \parallel \mathbf{y} \in \{0, 1\}^m$ s.t. $\mathbf{A} \mathbf{x} = \mathbf{A} \mathbf{y} \pmod{q}$

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 $\mathbf{G} \begin{bmatrix} \mathbf{x} \\ \mathbf{y} \end{bmatrix} = \mathbf{G} \begin{bmatrix} \mathbf{y} \\ \mathbf{x} \end{bmatrix} = \mathbf{0} \pmod{q}$

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OUTPUT: $\begin{bmatrix} \mathbf{x} \\ \mathbf{y} \end{bmatrix} \in \{0, 1\}^m$ s.t. $\mathbf{A} \begin{bmatrix} \mathbf{x} \\ \mathbf{y} \end{bmatrix} = \mathbf{A} \begin{bmatrix} \mathbf{y} \\ \mathbf{x} \end{bmatrix} \pmod{q}$

Why is this problem total?

$$\mathbf{G} \begin{bmatrix} \mathbf{x} \\ \mathbf{y} \end{bmatrix} = \mathbf{G} \begin{bmatrix} \mathbf{y} \\ \mathbf{x} \end{bmatrix} = \mathbf{0} \pmod{q}$$

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INPUT: $\mathbf{A} \in \mathbb{Z}_q^{r \times m}$, with $m > \log(q)(r + d)$ $\mathbf{G} \in \mathbb{Z}_q^{d \times m}$, and *binary invertible*

OUTPUT: $\begin{bmatrix} \mathbf{x} \\ \mathbf{y} \end{bmatrix} \in \{0, 1\}^m$ s.t. $\mathbf{A} \begin{bmatrix} \mathbf{x} \\ \mathbf{y} \end{bmatrix} = \mathbf{A} \begin{bmatrix} \mathbf{y} \\ \mathbf{x} \end{bmatrix} \pmod{q}$

Why is this problem total?

$$\mathbf{G} \begin{bmatrix} \mathbf{x} \\ \mathbf{y} \end{bmatrix} = \mathbf{G} \begin{bmatrix} \mathbf{y} \\ \mathbf{x} \end{bmatrix} = \mathbf{0} \pmod{q}$$

BINARY INVERTIBLE MATRIX



BINARY INVERTIBLE MATRIX



BINARY INVERTIBLE MATRIX

$$\mathbf{G} = \begin{bmatrix} \mathbf{g} & & & & & \\ \mathbf{0} & \mathbf{g} & & & & \\ & & \mathbf{g} & & & \\ & & & \star & & \\ & & & & \star & \\ & & & & & \star \end{bmatrix} \begin{matrix} \leftarrow m \\ \leftarrow d \end{matrix}$$

$$\mathbf{g} = [1 \ 2 \ 4 \ \dots \ 2^k]$$

BINARY INVERTIBLE MATRIX



$$g = [1 \ 2 \ 4 \ \dots \ 2^k] \quad 2^k < q$$

e.g. for $m = 10$, $q = 8$

BINARY INVERTIBLE MATRIX



$$g = [1 \ 2 \ 4 \ \dots \ 2^k] \quad 2^k < q$$

e.g. for $m = 10, q = 8$

$$G = \begin{bmatrix} 1 & 2 & 4 & 3 & 0 & 6 & 5 & 6 & 2 & 1 \\ 0 & 0 & 0 & 1 & 2 & 4 & 1 & 0 & 3 & 5 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 2 & 4 & 0 \end{bmatrix}$$

BINARY INVERTIBLE MATRIX



$$g = [1 \ 2 \ 4 \ \dots \ 2^k] \quad 2^k < q$$

e.g. for $m = 10$, $q = 8$

$$G = \begin{bmatrix} 1 & 2 & 4 & 3 & 0 & 6 & 5 & 6 & 2 & 1 \\ 0 & 0 & 0 & 1 & 2 & 4 & 1 & 0 & 3 & 5 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 2 & 4 & 0 \end{bmatrix}$$

BINARY INVERTIBLE MATRIX

The diagram shows a matrix G represented as a block matrix. The matrix is contained within an orange rectangular box. The top-left corner of this box contains a smaller white square labeled G . To the right of this square is an equals sign. The main matrix is a large orange rectangle divided into a lower triangular part and a star-shaped part. The lower triangular part consists of three green squares, each containing the letter g , arranged along the main diagonal. The star-shaped part consists of three white stars arranged in a row. A double-headed arrow below the matrix points to the right, spanning the width of the star-shaped part, and is labeled with the expression $m - d \log(q)$.

$$G = \begin{bmatrix} g & & & & \\ & g & & & \\ & & g & & \\ & & & \star & \\ & & & & \star & \\ & & & & & \star \end{bmatrix}$$

$m - d \log(q)$

BINARY INVERTIBLE MATRIX


$$\mathbf{G} \begin{bmatrix} \star \\ \star \\ \star \\ \star \\ \mathbf{z} \end{bmatrix} = \mathbf{b} \pmod{q}$$

Lemma

For any \mathbf{b} and binary $\mathbf{z} \in \{0, 1\}^{m-d \log(q)}$, we can **efficiently** compute a binary solution of the form $\mathbf{x} = [\star \ \star \cdots \star \ \mathbf{z}]$ for the equation $\mathbf{G}\mathbf{x} = \mathbf{b} \pmod{q}$.

BINARY INVERTIBLE MATRIX

Example

$$\begin{bmatrix} 1 & 2 & 4 & 3 & 0 & 6 & 5 & 6 & 2 & 1 \\ 0 & 0 & 0 & 1 & 2 & 4 & 1 & 0 & 3 & 5 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 2 & 4 & 0 \end{bmatrix} \begin{bmatrix} \star \\ \star \\ \star \\ \star \\ \star \\ \star \\ \star \\ \star \\ \star \\ z \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix} \pmod{8}$$


BINARY INVERTIBLE MATRIX

Example

$$\begin{bmatrix} 1 & 2 & 4 & 3 & 0 & 6 & 5 & 6 & 2 & 1 \\ 0 & 0 & 0 & 1 & 2 & 4 & 1 & 0 & 3 & 5 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 2 & 4 & 0 \end{bmatrix} \begin{bmatrix} \star \\ \star \\ \star \\ \star \\ \star \\ \star \\ \star \\ \star \\ \star \\ 1 \end{bmatrix} = \begin{bmatrix} 5 \\ 2 \\ 1 \end{bmatrix} \pmod{8}$$

BINARY INVERTIBLE MATRIX

Example

$$\begin{bmatrix} 1 & 2 & 4 & 3 & 0 & 6 & 5 & 6 & 2 & 1 \\ 0 & 0 & 0 & 1 & 2 & 4 & 1 & 0 & 3 & 5 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 2 & 4 & 0 \end{bmatrix} \begin{bmatrix} * \\ * \\ * \\ * \\ * \\ * \\ * \\ * \\ * \\ 1 \end{bmatrix} = \begin{bmatrix} 5 \\ 2 \\ 1 \end{bmatrix} \pmod{8}$$

BINARY INVERTIBLE MATRIX

Example

$$\begin{bmatrix} 1 & 2 & 4 & 3 & 0 & 6 & 5 & 6 & 2 & 1 \\ 0 & 0 & 0 & 1 & 2 & 4 & 1 & 0 & 3 & 5 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 2 & 4 & 0 \end{bmatrix} \begin{bmatrix} * \\ * \\ * \\ * \\ * \\ * \\ x_7 \\ x_8 \\ x_9 \\ 1 \end{bmatrix} = \begin{bmatrix} 5 \\ 2 \\ 1 \end{bmatrix} \pmod{8}$$

BINARY INVERTIBLE MATRIX

Example

$$\begin{bmatrix} 1 & 2 & 4 & 3 & 0 & 6 & 5 & 6 & 2 & 1 \\ 0 & 0 & 0 & 1 & 2 & 4 & 1 & 0 & 3 & 5 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 2 & 4 & 0 \end{bmatrix} \begin{bmatrix} * \\ * \\ * \\ * \\ * \\ * \\ x_7 \\ x_8 \\ x_9 \\ 1 \end{bmatrix} = \begin{bmatrix} 5 \\ 2 \\ 1 \end{bmatrix} \pmod{8}$$

BINARY INVERTIBLE MATRIX

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$x_7 + 2x_8 + 4x_9 = 1 \pmod{8}$

BINARY INVERTIBLE MATRIX

Example

$$\begin{bmatrix} 1 & 2 & 4 & 3 & 0 & 6 & 5 & 6 & 2 & 1 \\ 0 & 0 & 0 & 1 & 2 & 4 & 1 & 0 & 3 & 5 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 2 & 4 & 0 \end{bmatrix} \begin{bmatrix} * \\ * \\ * \\ * \\ * \\ * \\ 1 \\ 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 5 \\ 2 \\ 1 \end{bmatrix} \pmod{8}$$

BINARY INVERTIBLE MATRIX

Example

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BINARY INVERTIBLE MATRIX

Example

$$\begin{bmatrix} 1 & 2 & 4 & 3 & 0 & 6 & 5 & 6 & 2 & 1 \\ 0 & 0 & 0 & 1 & 2 & 4 & 1 & 0 & 3 & 5 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 2 & 4 & 0 \end{bmatrix} \begin{bmatrix} * \\ * \\ * \\ 1 \\ 0 \\ 0 \\ 1 \\ 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 5 \\ 2 \\ 1 \end{bmatrix} \pmod{8}$$

BINARY INVERTIBLE MATRIX

Example

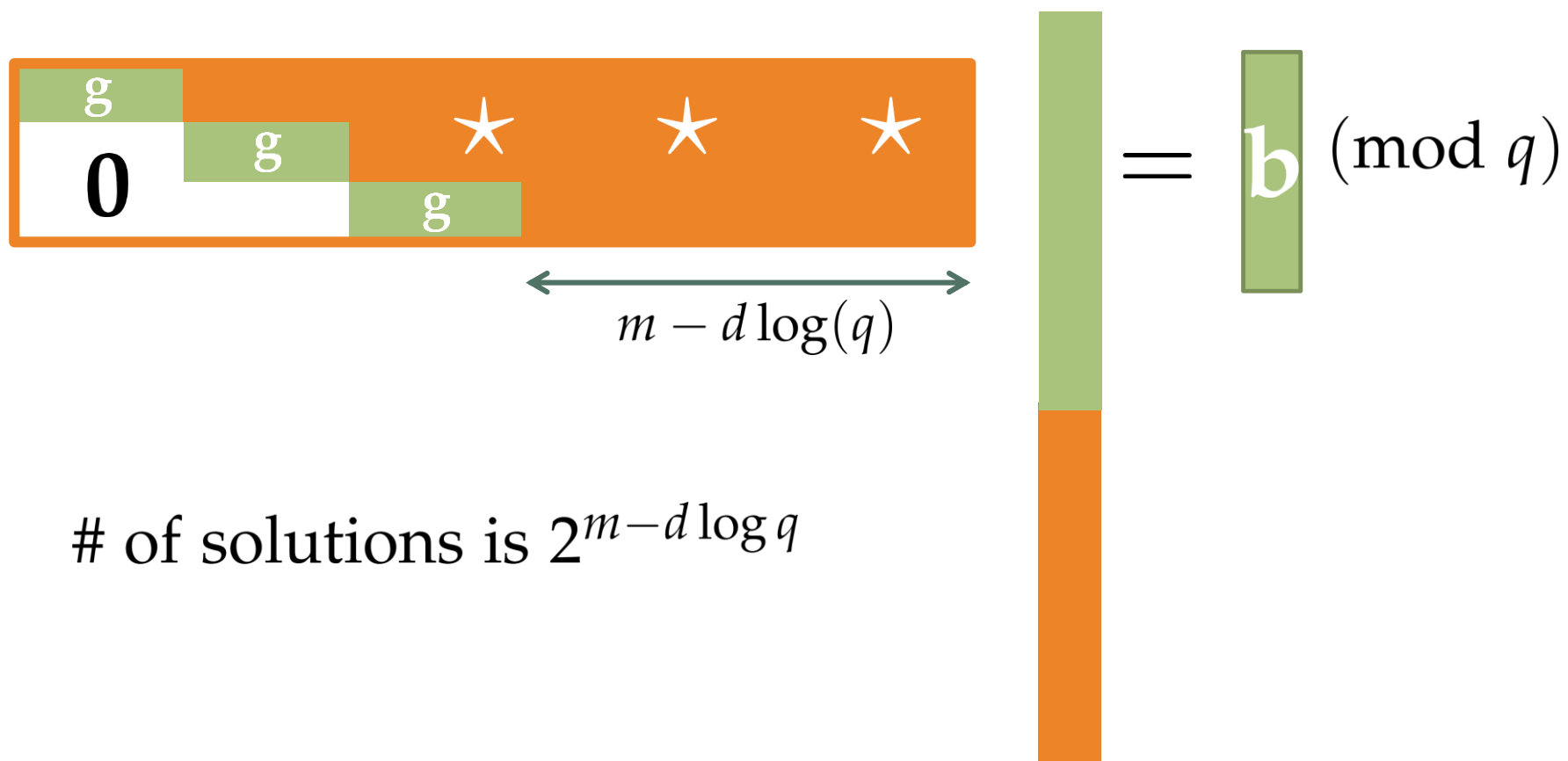
$$\begin{bmatrix} 1 & 2 & 4 & 3 & 0 & 6 & 5 & 6 & 2 & 1 \\ 0 & 0 & 0 & 1 & 2 & 4 & 1 & 0 & 3 & 5 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 2 & 4 & 0 \end{bmatrix} \begin{bmatrix} \star \\ \star \\ \star \\ 1 \\ 0 \\ 0 \\ 1 \\ 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 5 \\ 2 \\ 1 \end{bmatrix} \pmod{8}$$

BINARY INVERTIBLE MATRIX

Example

$$\begin{bmatrix} 1 & 2 & 4 & 3 & 0 & 6 & 5 & 6 & 2 & 1 \\ 0 & 0 & 0 & 1 & 2 & 4 & 1 & 0 & 3 & 5 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 2 & 4 & 0 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 1 \\ 1 \\ 0 \\ 0 \\ 1 \\ 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 5 \\ 2 \\ 1 \end{bmatrix} \pmod{8}$$

CONSTRAINED SIS IS TOTAL



PWPP-COMPLETE PROBLEM: CONSTRAINED SIS

INPUT: $A \in \mathbb{Z}_q^{r \times m}$, with $m > \log(q)(r + d)$ $G \in \mathbb{Z}_q^{d \times m}$, and *binary invertible*

OUTPUT: $x \parallel y \in \{0, 1\}^m$ domain size is $2^{m-d \log(q)}$ $y \pmod{q}$

$$Gx = Gy = 0 \pmod{q}$$

PWPP-COMPLETE PROBLEM: CONSTRAINED SIS

INPUT: $\mathbf{A} \in \mathbb{Z}_q^{r \times m}$, with $m > \log(q)(r + d)$ $\mathbf{G} \in \mathbb{Z}_q^{d \times m}$, and binary invertible

OUTPUT: $\mathbf{x} \parallel \mathbf{y} \in \{0, 1\}^m$ s.t. $\mathbf{A} \mathbf{x} = \mathbf{A} \mathbf{y} \pmod{q}$

$\mathbf{G} \mathbf{x} = \mathbf{G} \mathbf{y} = \mathbf{0} \pmod{q}$

image size is q^r

PWPP-COMPLETE PROBLEM: CONSTRAINED SIS

The problem is total!

INPUT: $A \in \mathbb{Z}_q^{r \times m}$ with $m > \log(q)(r + d)$ $G \in \mathbb{Z}_q^{d \times m}$, and *binary invertible*

OUTPUT: $x, y \in \{0, 1\}^m$ s.t. $Ax = Ay \pmod{q}$
 $Gx = Gy = 0 \pmod{q}$

CONSTRAINED SIS IN PWPP

The problem is in PWPP!

INPUT: $A \in \mathbb{Z}_q^{r \times m}$, with $m > \log(q)(r + d)$ $G \in \mathbb{Z}_q^{d \times m}$, and *binary invertible*

OUT

$\mathcal{C}(z) =$ Find x such that $Gx = 0 \pmod{q}$ and $x = [\star \star z]$ and output $Ax \pmod{q}$.

$$Gx = Gy = 0 \pmod{q}$$

PWPP-COMplete PROBLEM: CONSTRAINED SIS

INPUT: $\mathbf{A} \in \mathbb{Z}_q^{r \times m}$, with $m > \log(q)(r + d)$ $\mathbf{G} \in \mathbb{Z}_q^{d \times m}$, and *binary invertible*

OUTPUT: $\begin{bmatrix} \mathbf{x} \\ \mathbf{y} \end{bmatrix} \in \{0, 1\}^m$ s.t. $\mathbf{A} \begin{bmatrix} \mathbf{x} \\ \mathbf{y} \end{bmatrix} = \mathbf{A} \begin{bmatrix} \mathbf{y} \\ \mathbf{x} \end{bmatrix} \pmod{q}$
 $\mathbf{G} \begin{bmatrix} \mathbf{x} \\ \mathbf{y} \end{bmatrix} = \mathbf{G} \begin{bmatrix} \mathbf{y} \\ \mathbf{x} \end{bmatrix} = \mathbf{0} \pmod{q}$

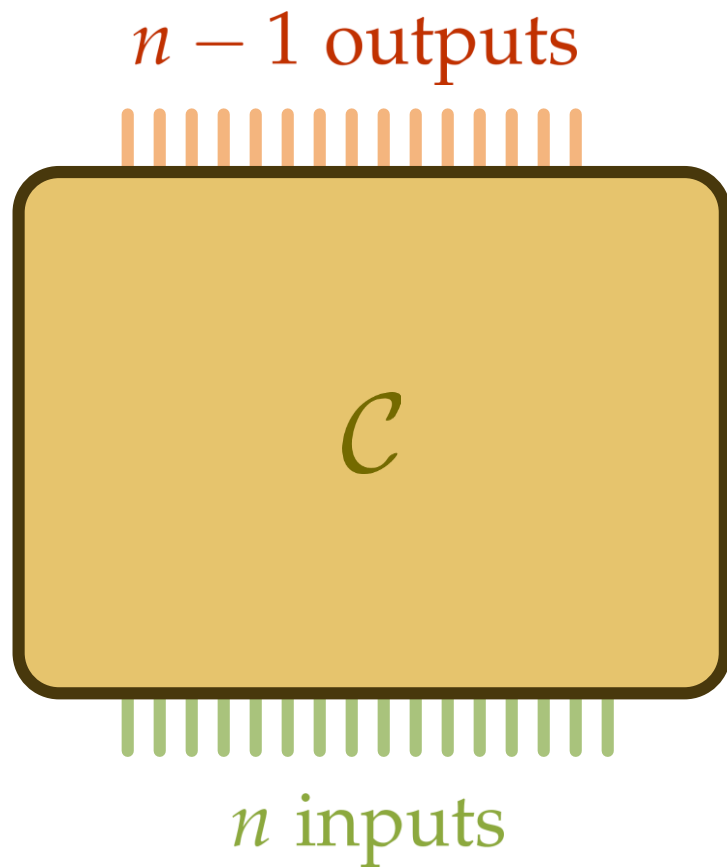
CONSTRAINED SIS IS PWPP-HARD

PWPP:

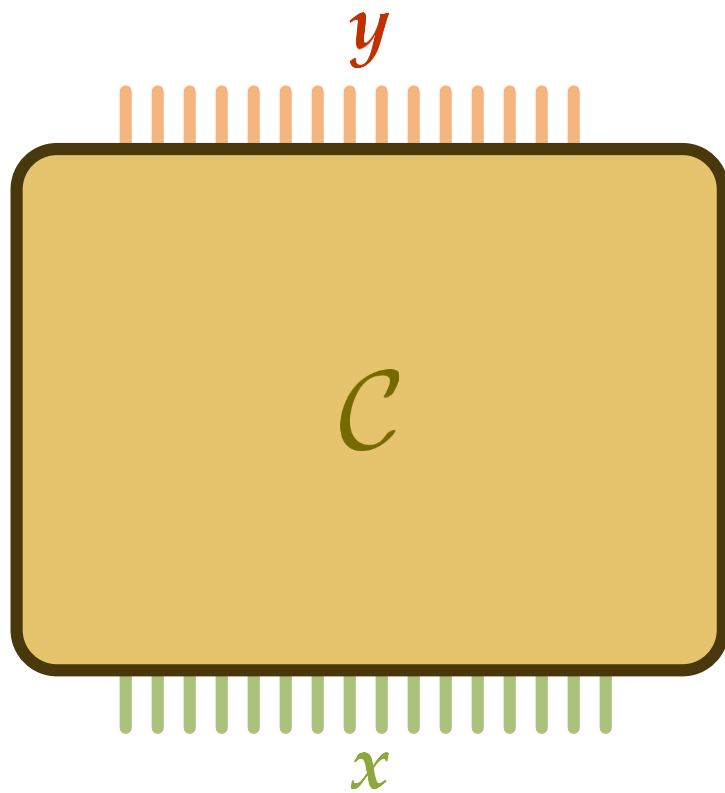
Given a circuit $C : \{0, 1\}^n \rightarrow \{0, 1\}^m$, with $m < n$.

Find a collision, i.e $\mathbf{x} \neq \mathbf{y}$ s.t. $C(\mathbf{x}) = C(\mathbf{y})$.

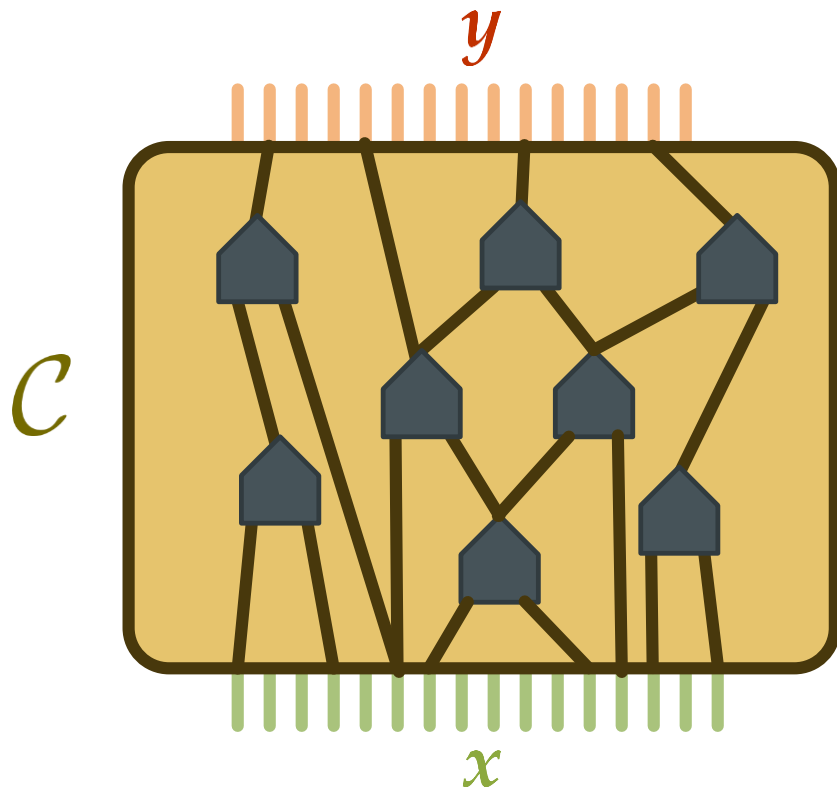
CONSTRAINED SIS IS PWPP-HARD



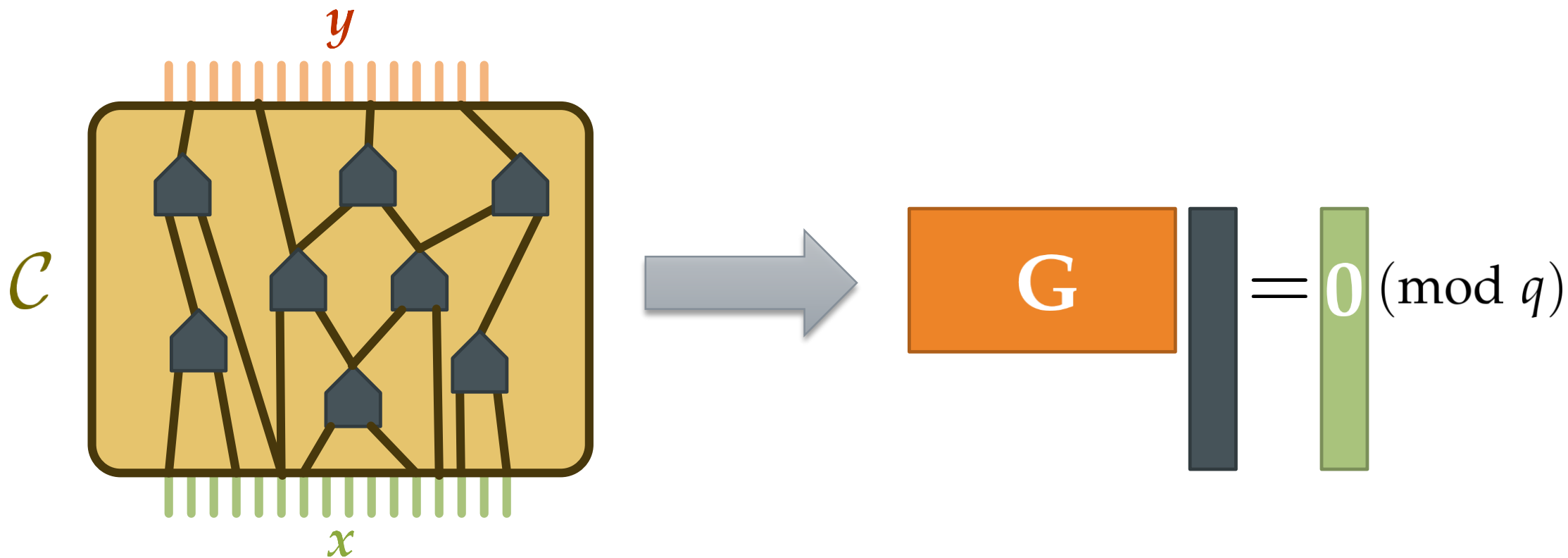
CONSTRAINED SIS IS PWPP-HARD



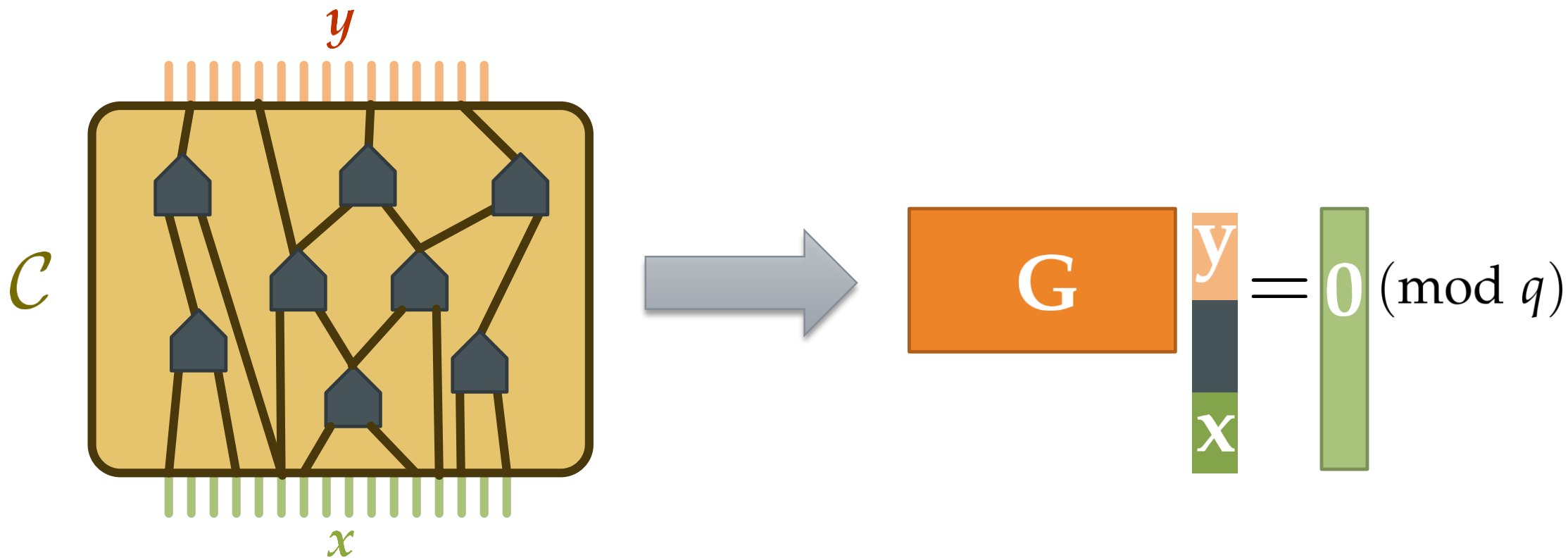
CONSTRAINED SIS IS PWPP-HARD



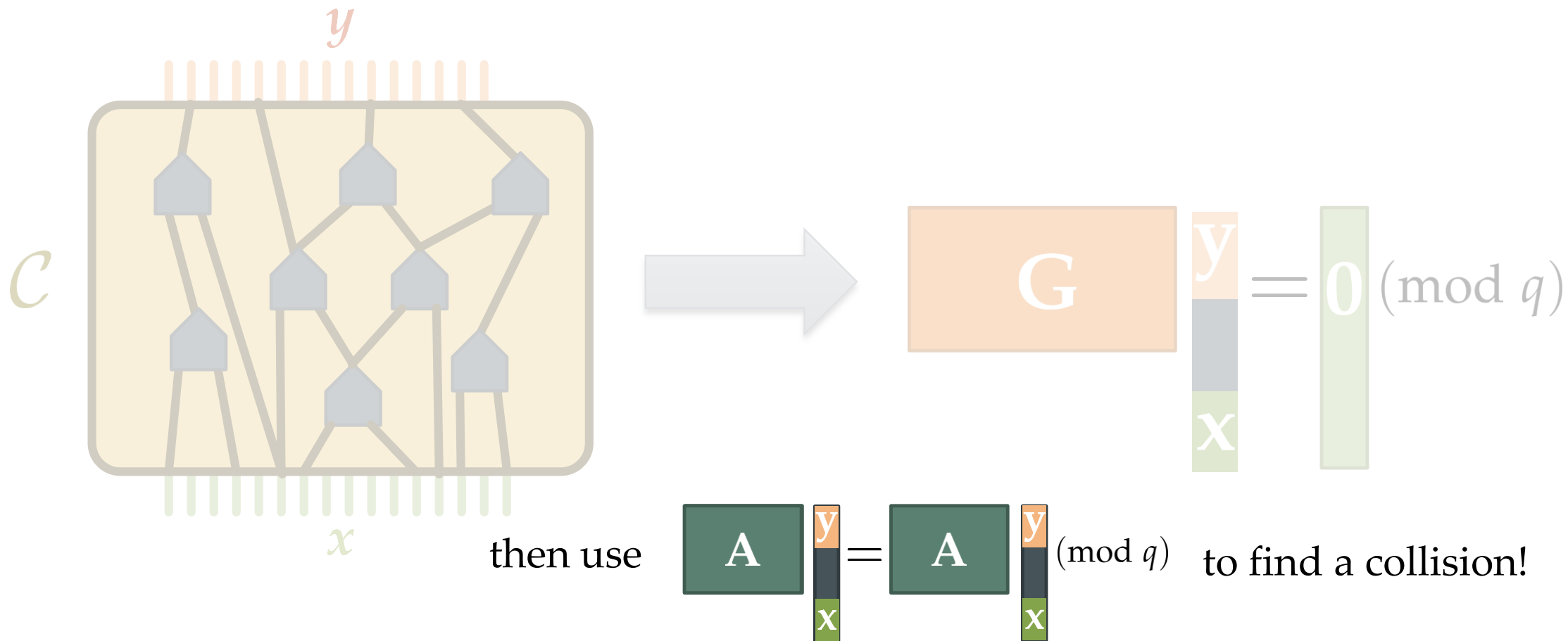
CONSTRAINED SIS IS PWPP-HARD



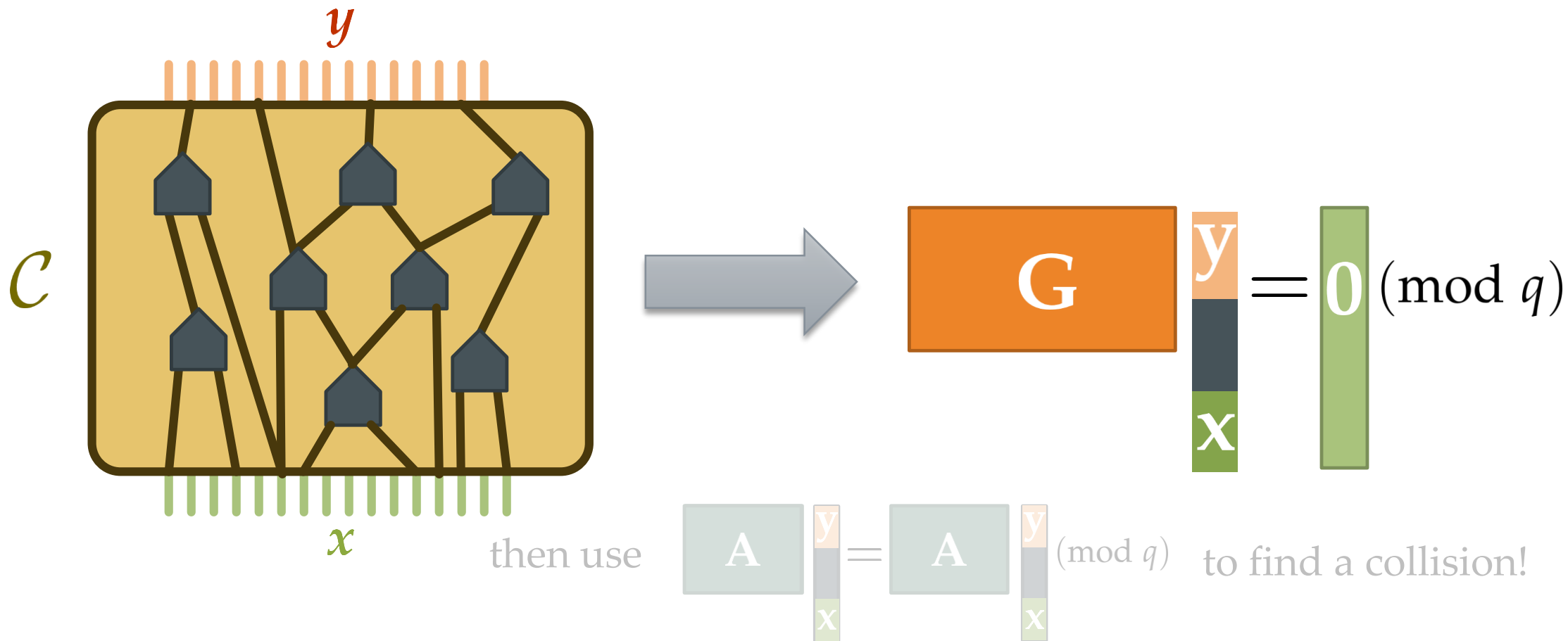
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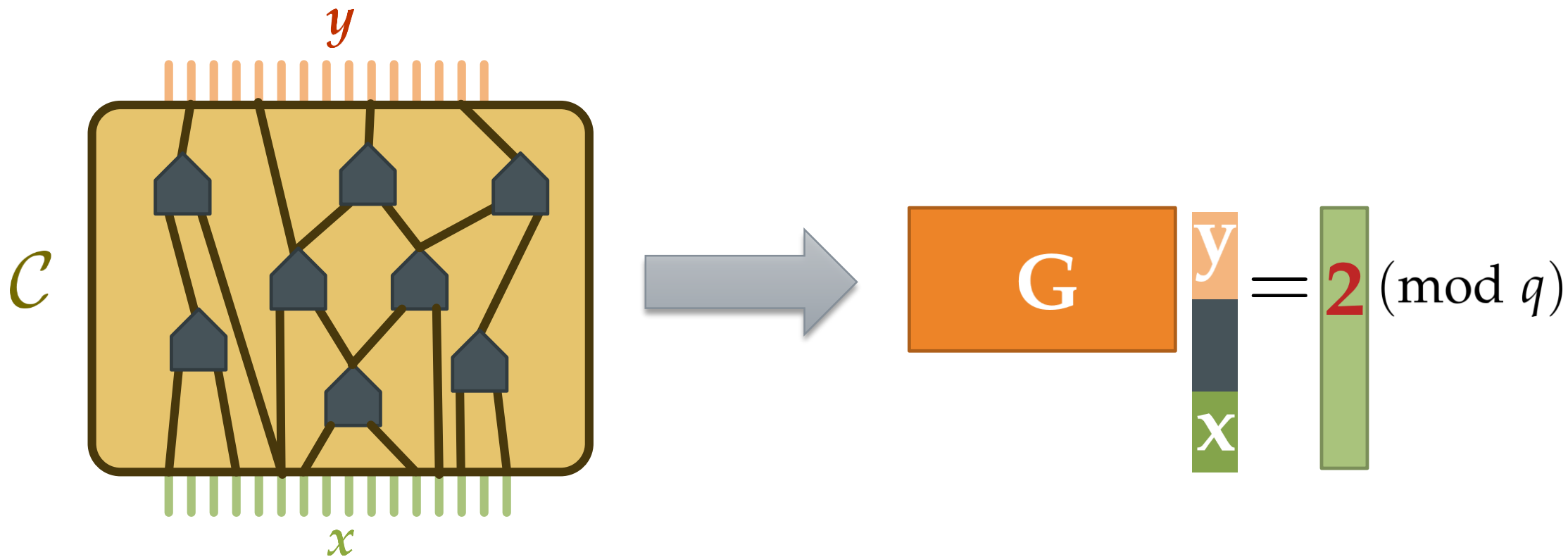
CONSTRAINED SIS IS PWPP-HARD



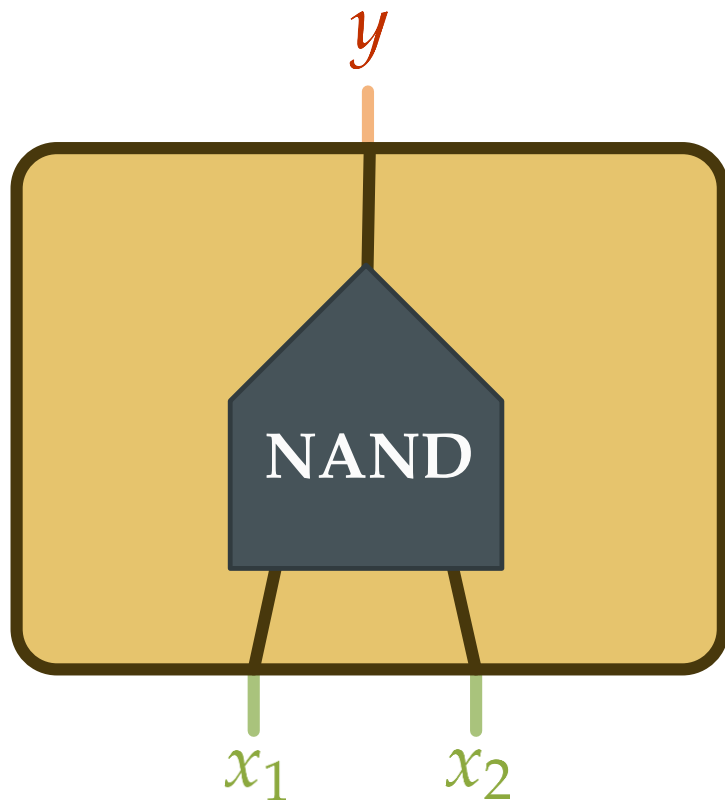
CONSTRAINED SIS IS PWPP-HARD



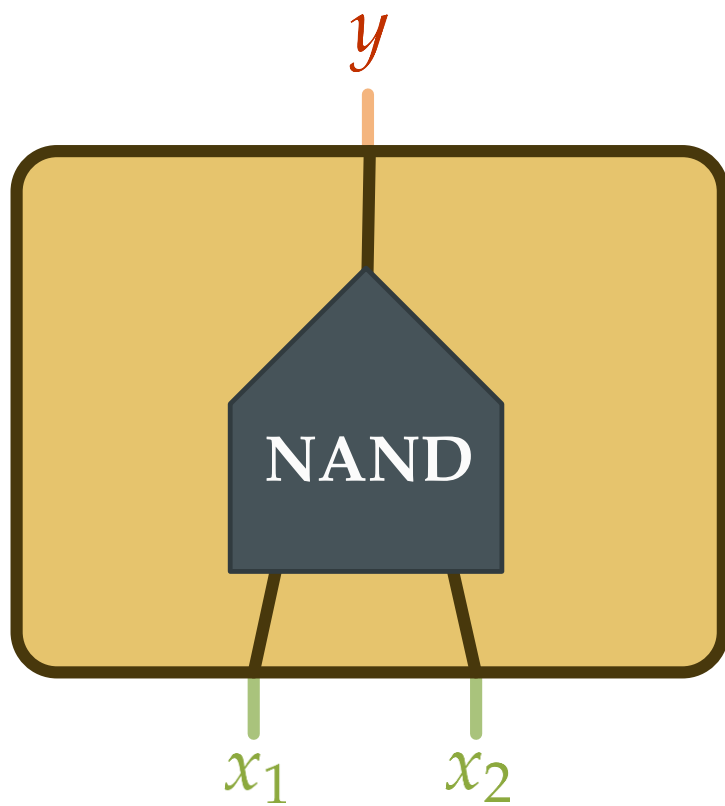
CONSTRAINED SIS IS PWPP-HARD



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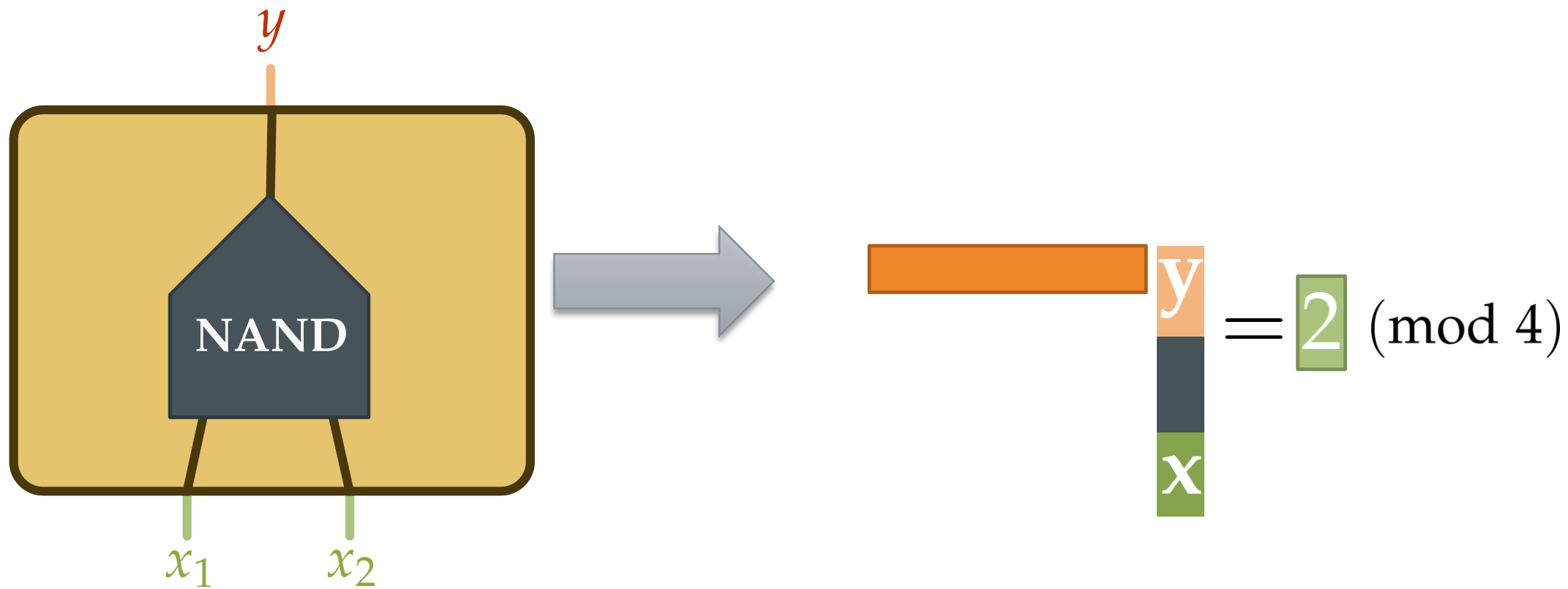
CONSTRAINED SIS IS PWPP-HARD



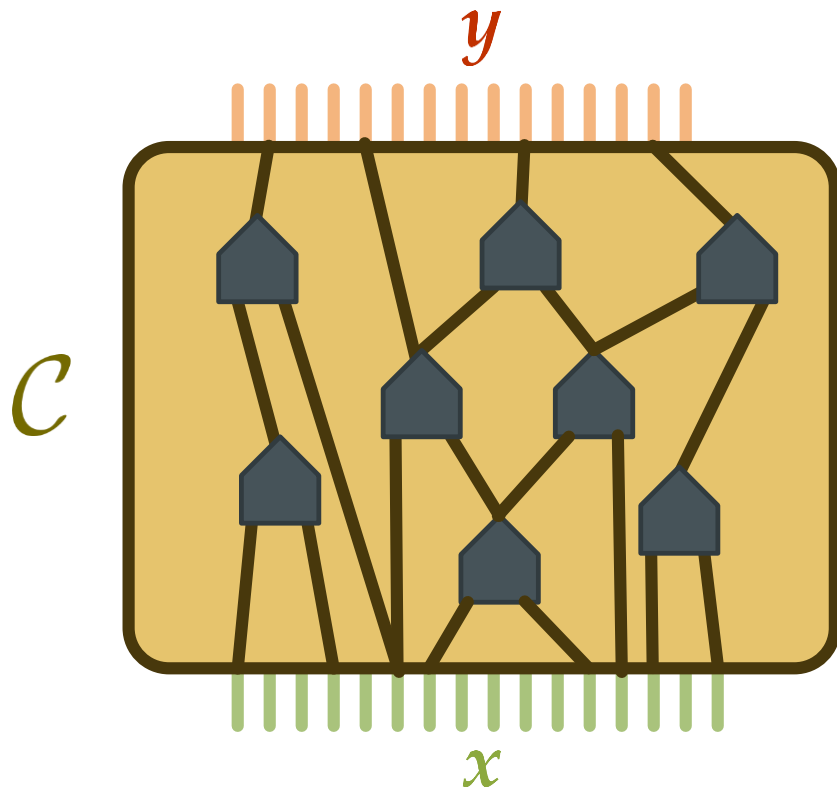
$$1 \cdot v + 2 \cdot y - x_1 - x_2 = 2 \pmod{4}$$

0	1	0	0
1	1	0	1
1	1	1	0
0	0	1	1

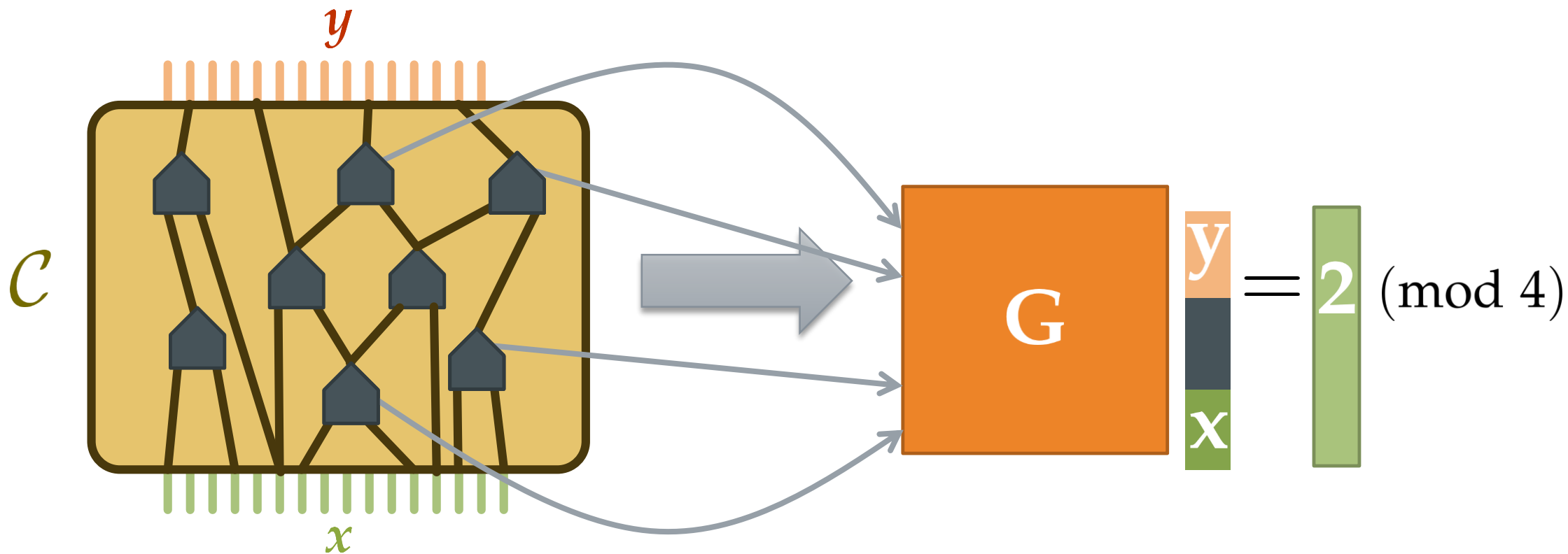
CONSTRAINED SIS IS PWPP-HARD



CONSTRAINED SIS IS PWPP-HARD

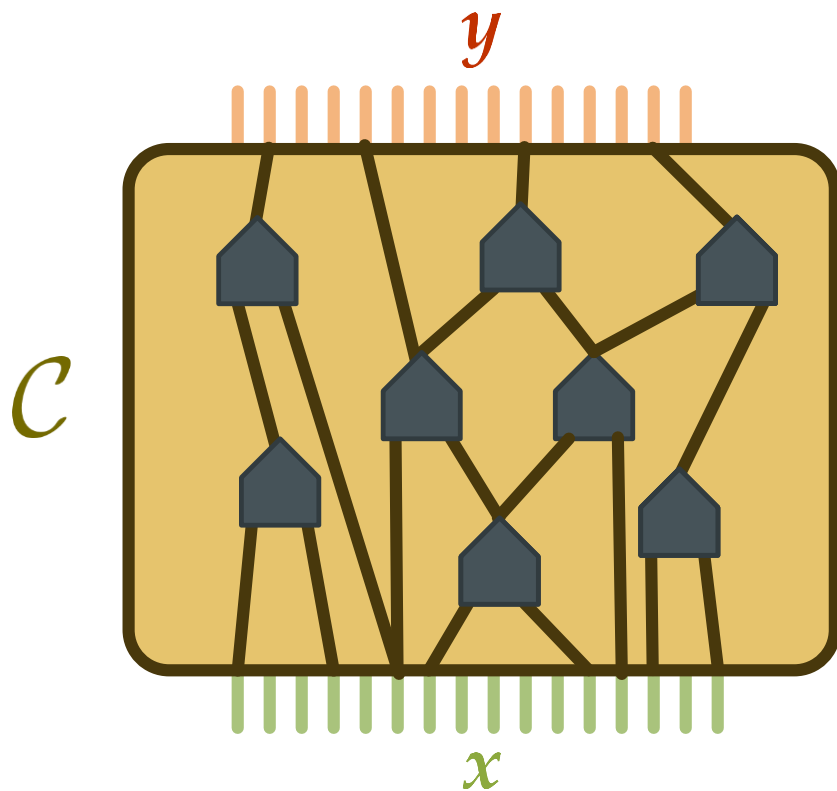


CONSTRAINED SIS IS PWPP-HARD



CONSTRAINED SIS IS PWPP-HARD

Is G binary invertible?



G

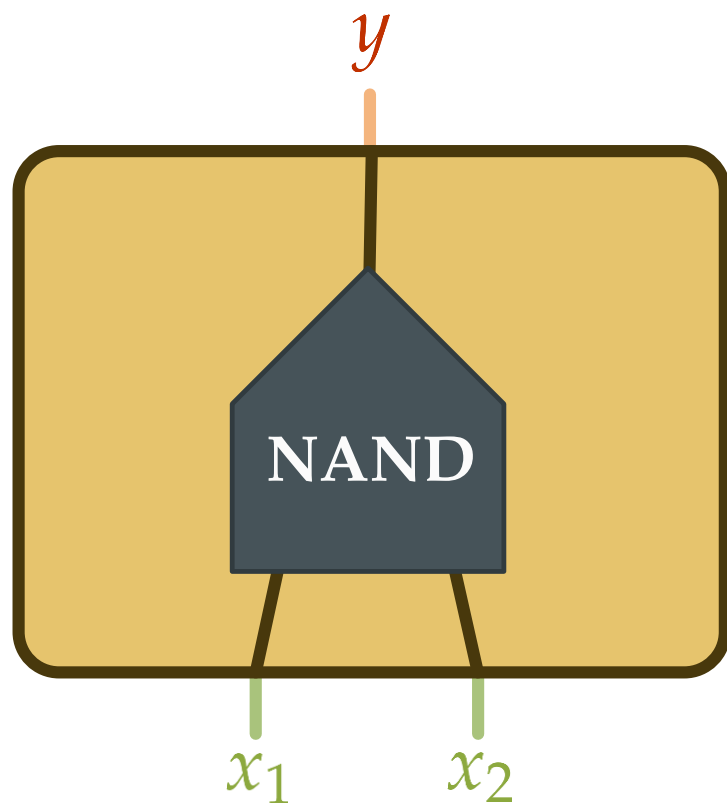
y

x

$= 2 \pmod{4}$

The diagram shows a matrix G represented by an orange square. To the right of the matrix is a vertical stack of three colored bars: an orange bar labeled y , a dark blue bar, and a green bar labeled x . To the right of these bars is an equals sign followed by a green vertical bar labeled 2 and the text $\pmod{4}$.

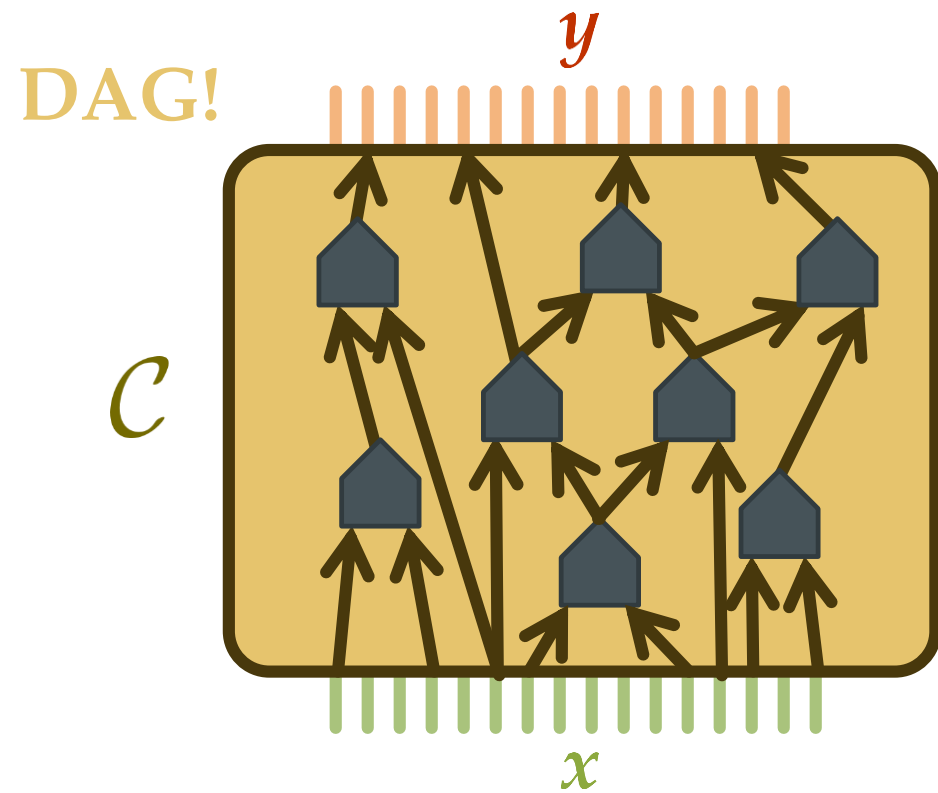
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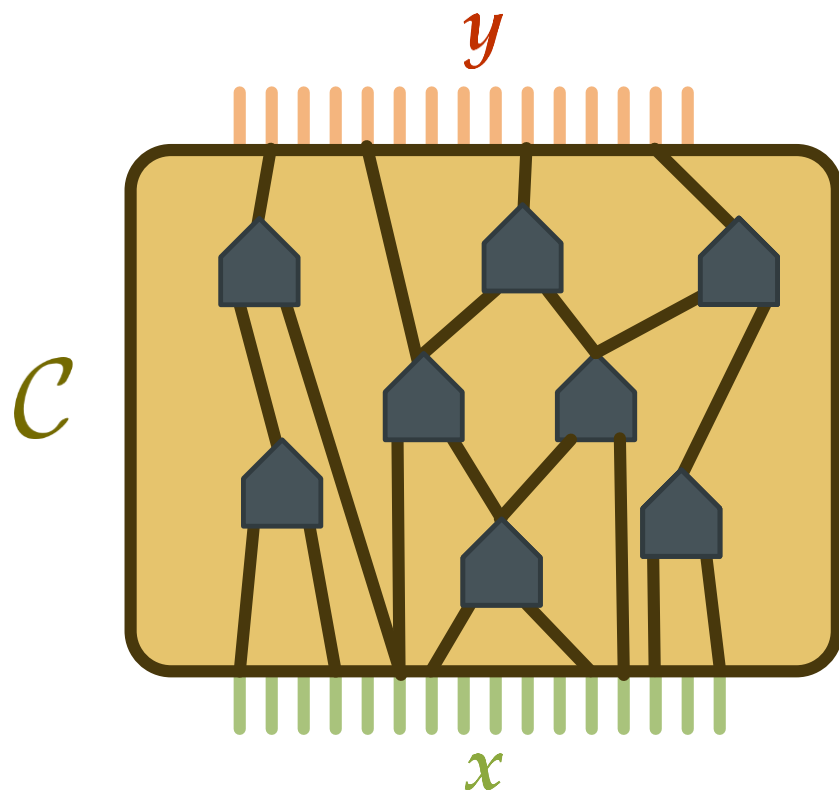
$$1 \cdot v + 2 \cdot y - x_1 - x_2 = 2 \pmod{4}$$

The equation is shown with a green box around the term $1 \cdot v + 2 \cdot y$. A green g is positioned above the box. The variables x_1 and x_2 are also green, and the output y is red.

CONSTRAINED SIS IS PWPP-HARD



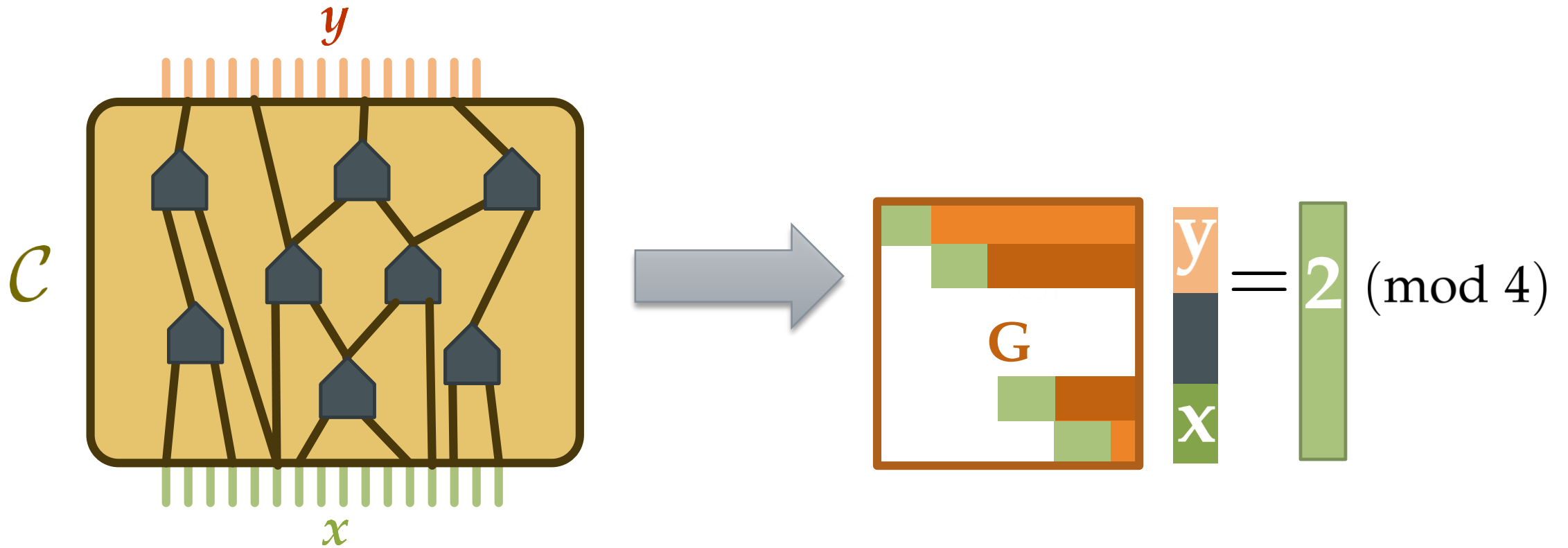
CONSTRAINED SIS IS PWPP-HARD



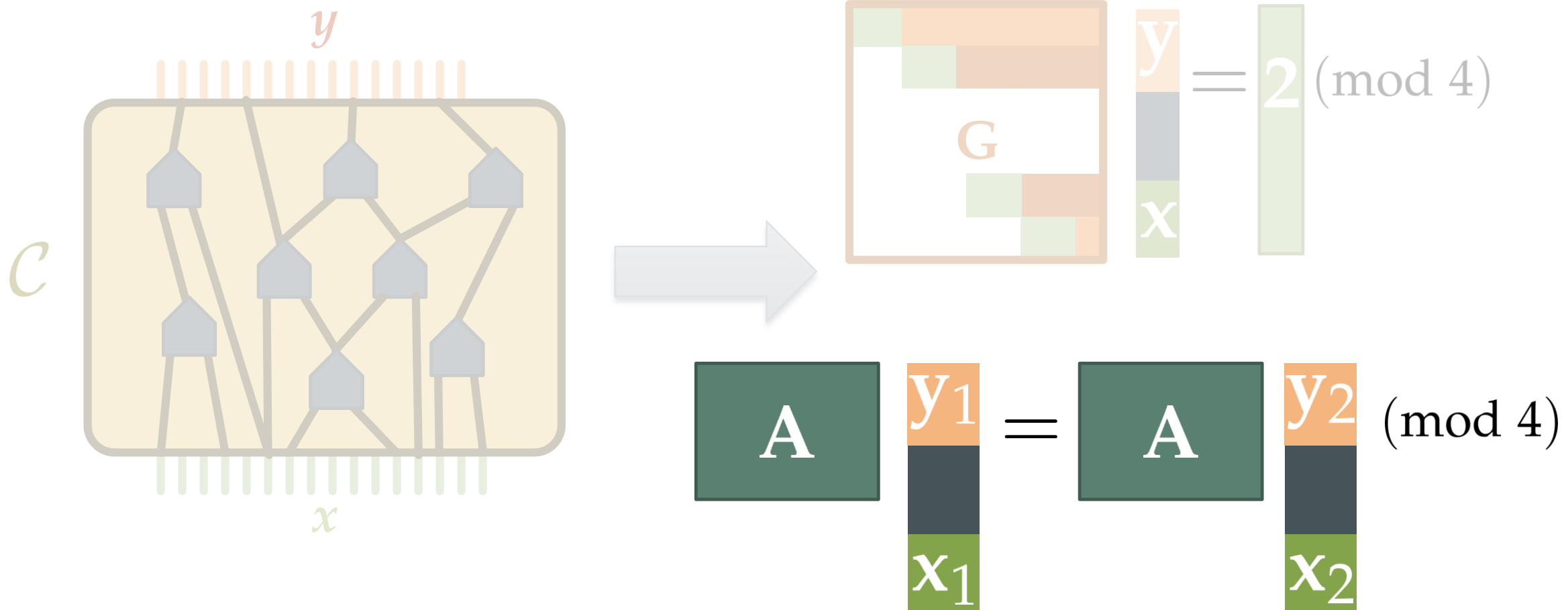
G is binary invertible

$y = 2 \pmod{4}$

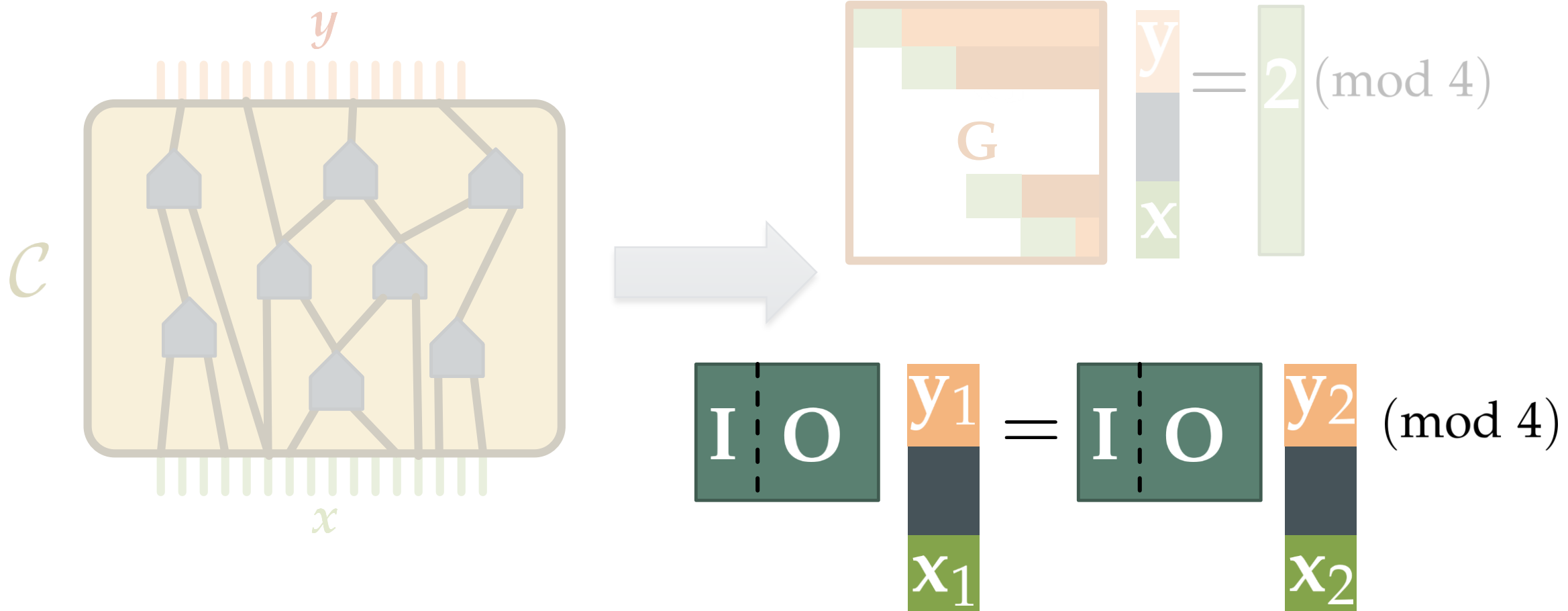
CONSTRAINED SIS IS PWPP-HARD



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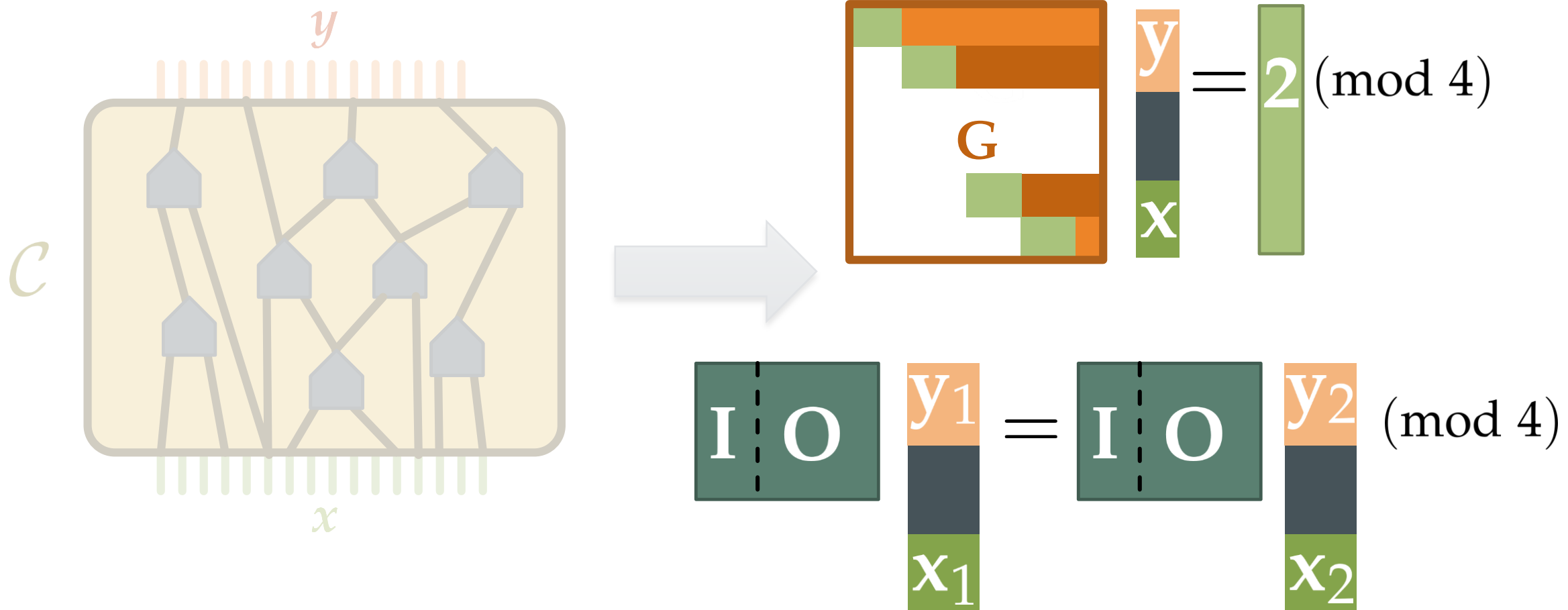


PWPP-COMPLETE PROBLEM: CONSTRAINED SIS

INPUT: $A \in \mathbb{Z}_q^{r \times m}$ with $m > \log(q)(r + d)$ $G \in \mathbb{Z}_q^{d \times m}$, and binary invertible

OUTPUT: $x, y \in \{0, 1\}^m$ s.t. $Ax = Ay \pmod{q}$
 $Gx = Gy = 0 \pmod{q}$

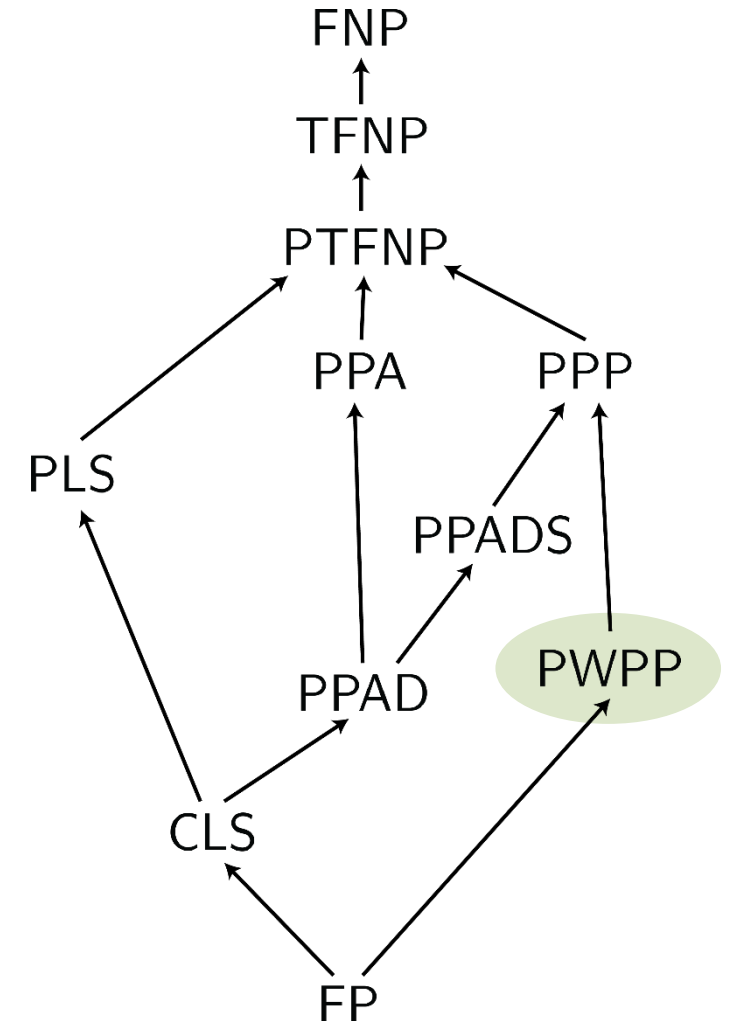
CONSTRAINED SIS IS PWPP-HARD



COMPLEXITY OF TOTAL SEARCH PROBLEMS

Theorem [Sampetakis Zirdelis 18]:
The first natural complete problems for PPP and PWPP


Constrained-SIS is PWPP-complete



CRHF FROM cSIS

$$\mathbf{A} \leftarrow \mathbb{Z}_q^{r \times m}, m > \log(q)(r + d)$$

KEY:


$$\leftarrow \text{binary invertible in } \mathbb{Z}_q^{d \times m}$$

CRHF FROM $cSIS$

INPUT: $\mathbf{x} \in \{0, 1\}^{\log(q)r}$

OUTPUT: $\mathbf{A} \begin{pmatrix} \mathbf{x}^* \\ \mathbf{x} \end{pmatrix} \pmod{q}$ where $\mathbf{G} \begin{pmatrix} \mathbf{x}^* \\ \mathbf{x} \end{pmatrix} = \mathbf{0} \pmod{q}$

CRHF FROM $cSIS$

INPUT: $\mathbf{x} \in \{0, 1\}^{\log(q)r}$

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$cSIS$ defines a worst-case universal collision-resistant hash function family.

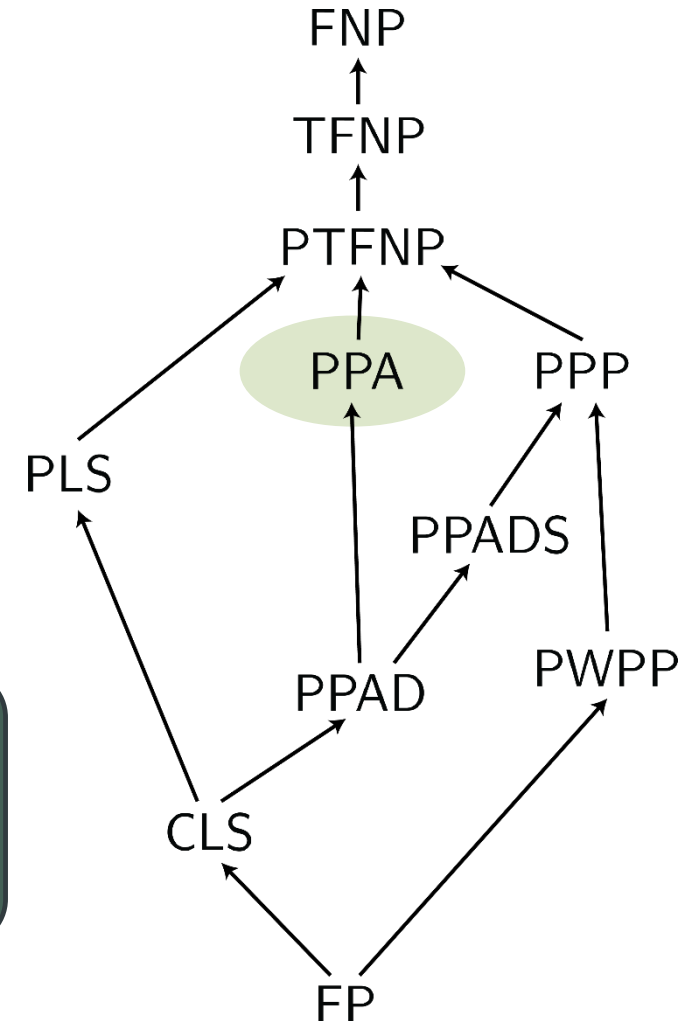
COMPLEXITY OF TOTAL SEARCH PROBLEMS

PPA



Parity arguments

Theorem [Göös Kamath S Zampetakis 19]:
The first natural complete problems for PPA_p for any prime p .



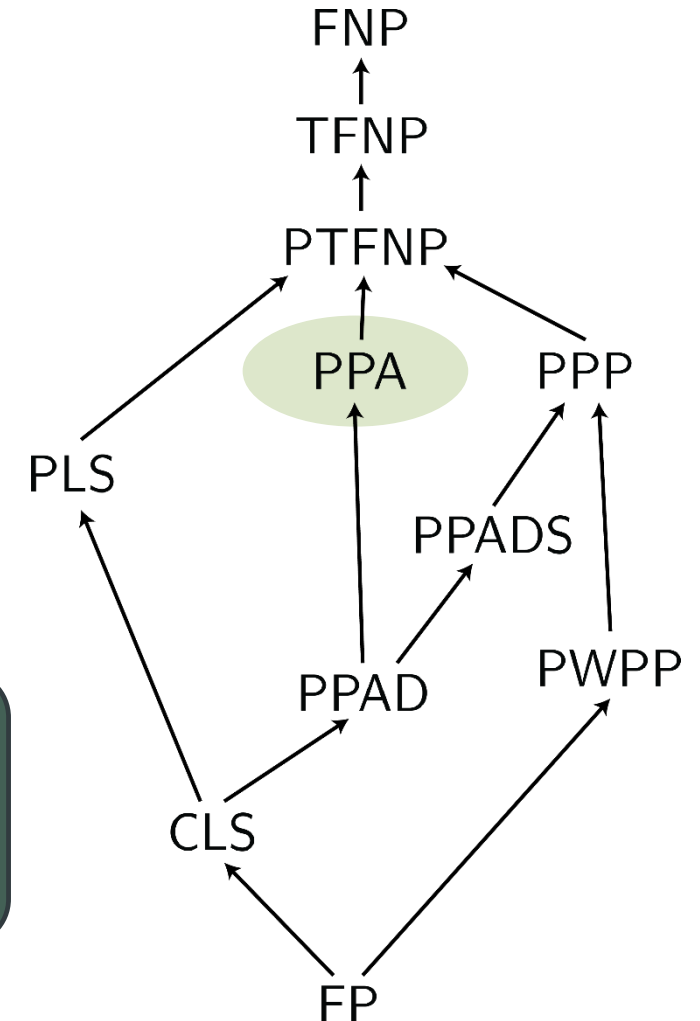
COMPLEXITY OF TOTAL SEARCH PROBLEMS

PPA_p



Modulo p arguments

Theorem [Göös Kamath S Zampetakis 19]:
The first natural complete problems for PPA_p for any prime p .

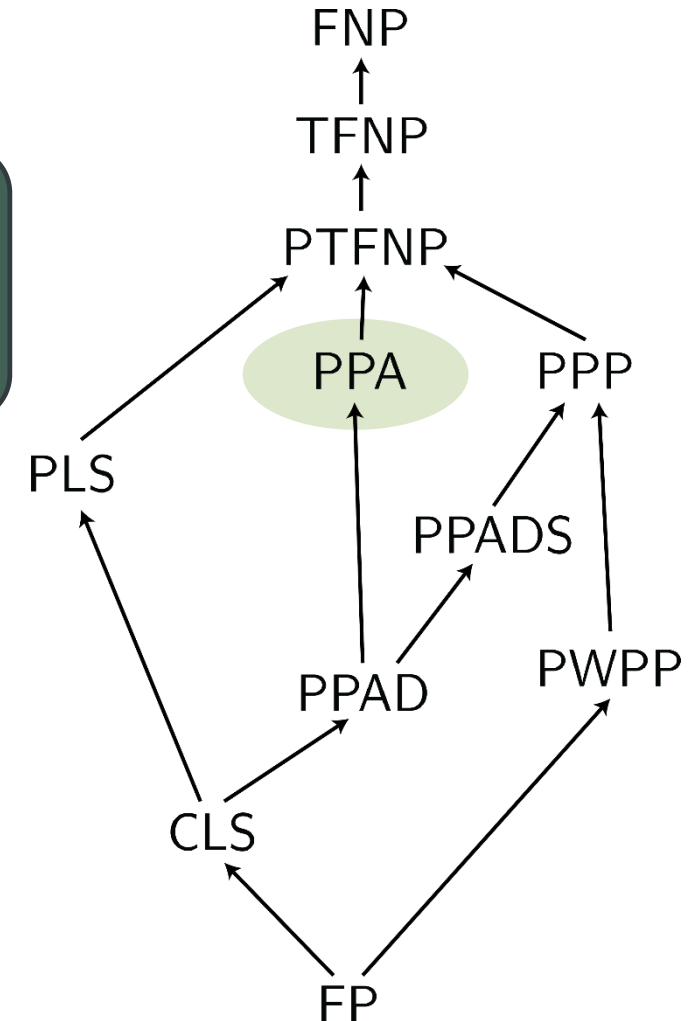


COMPLEXITY OF TOTAL SEARCH PROBLEMS

Theorem [Göös Kamath S Zampetakis 19]:
The first natural complete problems for PPA_p for any prime p .

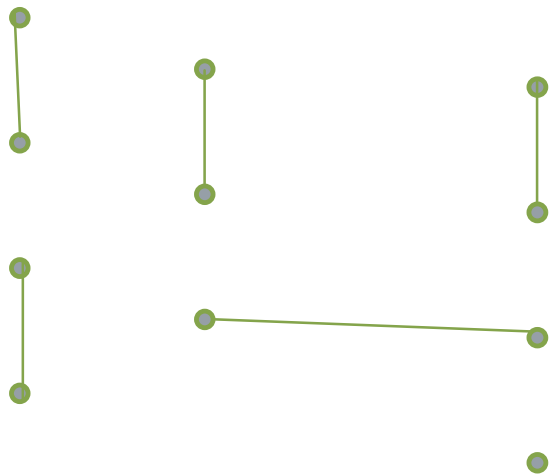


$\text{SymmetricChevalley}_p$ is PPA_p -complete



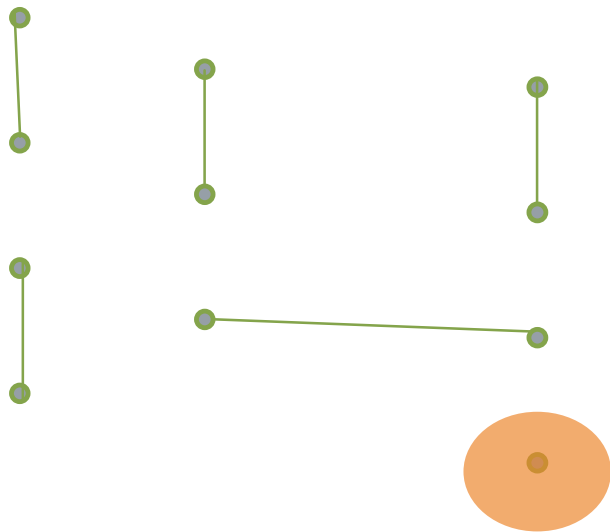
POLYNOMIAL PARITY ARGUMENT

A matching on an odd number of vertices has an isolated node.



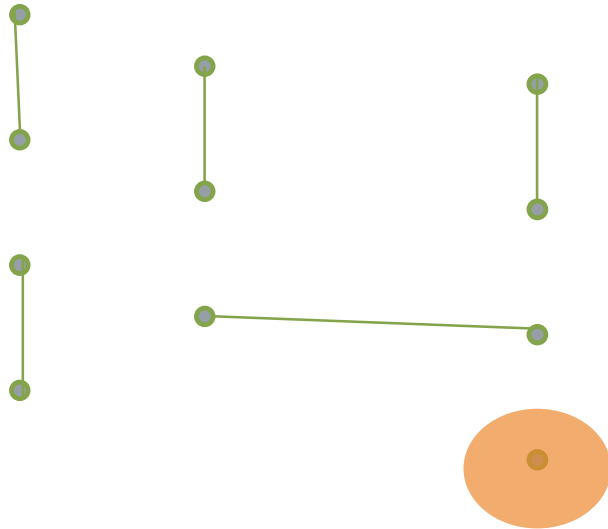
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Topology:

BORSUK-ULAM is PPA-complete [Aisenberga Bonet, Buss 15]

Fair division:

Consensus Halving, Necklace Splitting are PPA-complete

[Filos-Ratsikas Goldberg 18]

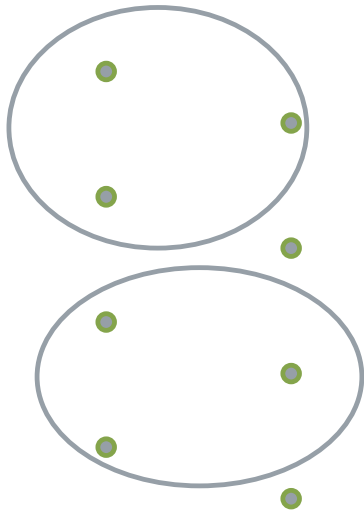
Computational Geometry:

Ham Sandwich is PPA-complete [Filos-Ratsikas Goldberg 19]

POLYNOMIAL MODULO p ARGUMENT

A p -dimensional matching on a non-multiple-of- p many vertices has an isolated node.

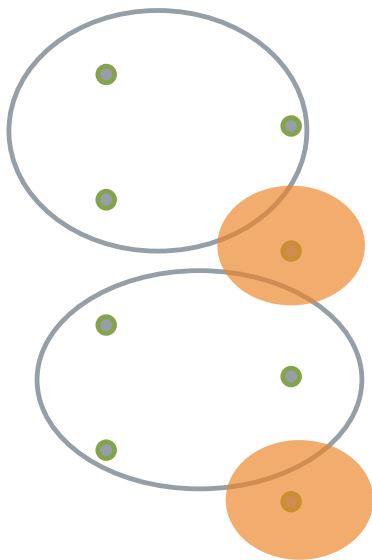
$$p = 3$$



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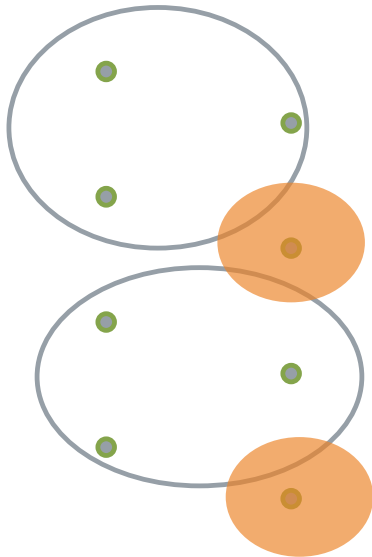
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Corresponding results: [Filos-Ratsikas Hollender S. Zampetakis '20]

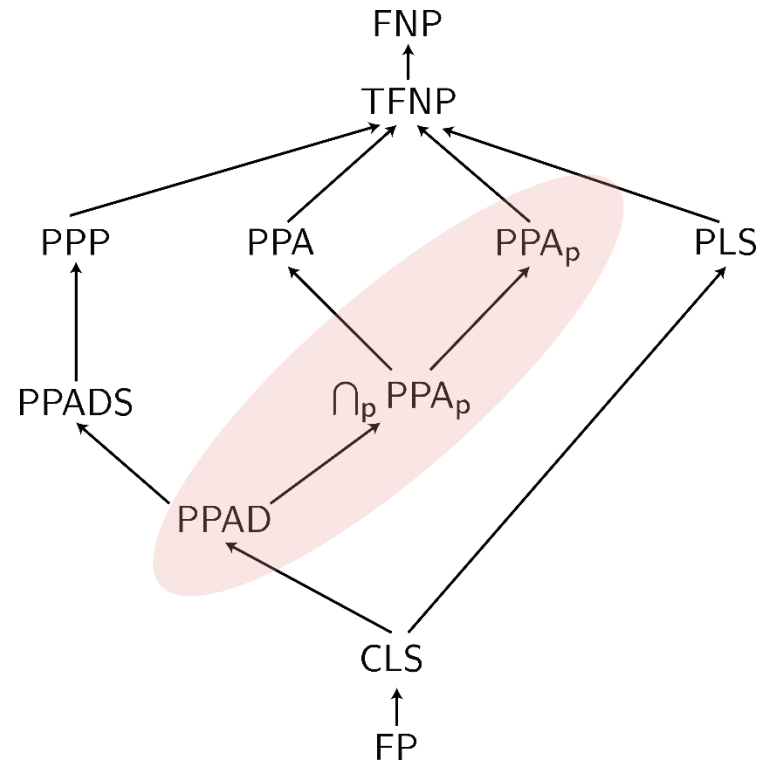
Topology:

BSS THEOREM [Bárány Shlosman Szucs '81] is PPA_p -complete

Fair division:

Consensus $1/p$ -Division, p -Necklace Splitting are in PPA_p .

STRUCTURAL PROPERTIES



CHEVALLEY-WARNING THEOREM

For any prime p and a polynomial system

$$f_1(x_1, \dots, x_m) = 0 \pmod{p}$$

$$f_2(x_1, \dots, x_m) = 0 \pmod{p}$$

...

$$f_n(x_1, \dots, x_m) = 0 \pmod{p}$$

$$\text{let } V_{\mathbf{f}} = \{\mathbf{x} \mid \mathbf{f}(\mathbf{x}) = 0 \pmod{p}\}.$$

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If $\sum_{i=1}^n \deg(f_i) < m$ then $|V_{\mathbf{f}}| \equiv 0 \pmod{p}$.

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Chevalley-Warning Condition

CHEVALLEY-WARNING THEOREM

For any prime p let $\mathbf{f} \in \mathbb{F}_p[x_1, \dots, x_m]^n$ be a system of polynomials with zero constant terms satisfying $\sum_{i=1}^n \deg(f_i) < m$, then \mathbf{f} has a non-zero solution.

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BIS_p REDUCES TO CHEVALLEY_p

For any prime p and a matrix $\mathbf{A} \in \mathbb{F}_p^{n \times m}$

$$\begin{matrix} & m \\ n & \mathbf{A} \end{matrix} \begin{matrix} \mathbf{x} \\ \mathbf{0} \end{matrix} = \mathbf{0} \pmod{p}$$

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BIS_p REDUCES TO CHEVALLEY $_p$

$$\text{SIS}_p \leq \text{BIS}_p$$

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For any prime p and $\mathbf{A} \in \mathbb{F}_p^{n \times m}$, the linear system $\mathbf{Ax} = \mathbf{0} \pmod{p}$ has a non-trivial binary solution if $m > n(p - 1)$.

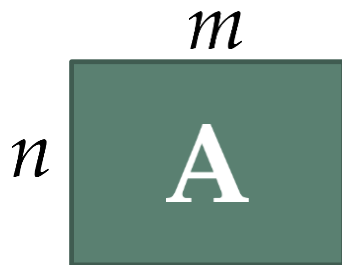
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Proof:

Let $f_j(\mathbf{x}) = a_{1j}x_1^{p-1} + a_{2j}x_2^{p-1} + \cdots + a_{mj}x_m^{p-1}$, $j \in [n]$, then

$$\sum_{j=1}^n \deg(f_j) = n(p - 1) < m.$$



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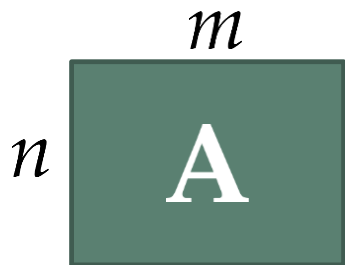
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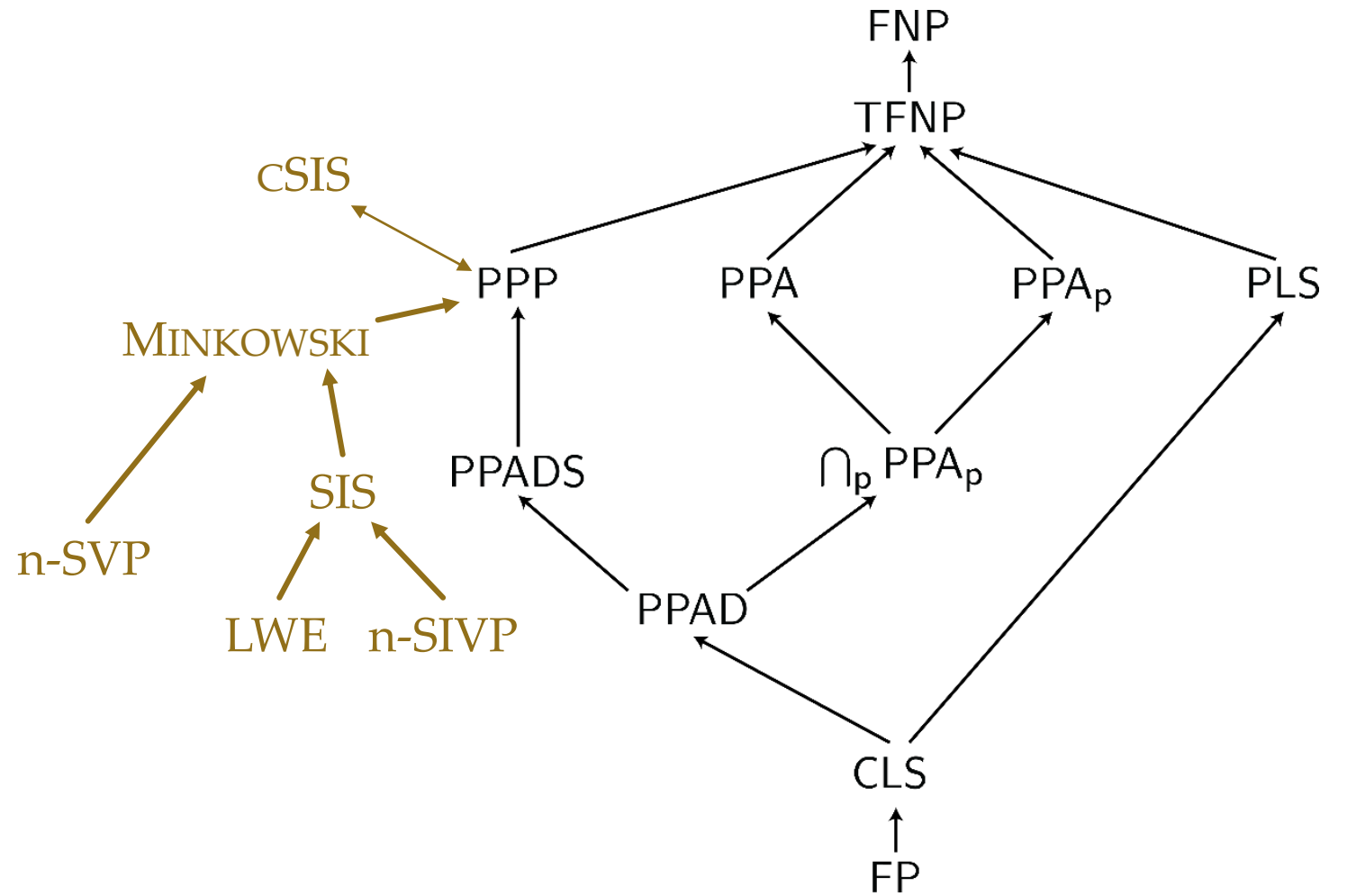
$$\sum_{j=1}^n \deg(f_j) = n(p-1) < m.$$

From CWT, there exists a non-zero solution.

$$|\mathbf{V}_{\mathbf{f}}| = 0 \pmod{p}$$

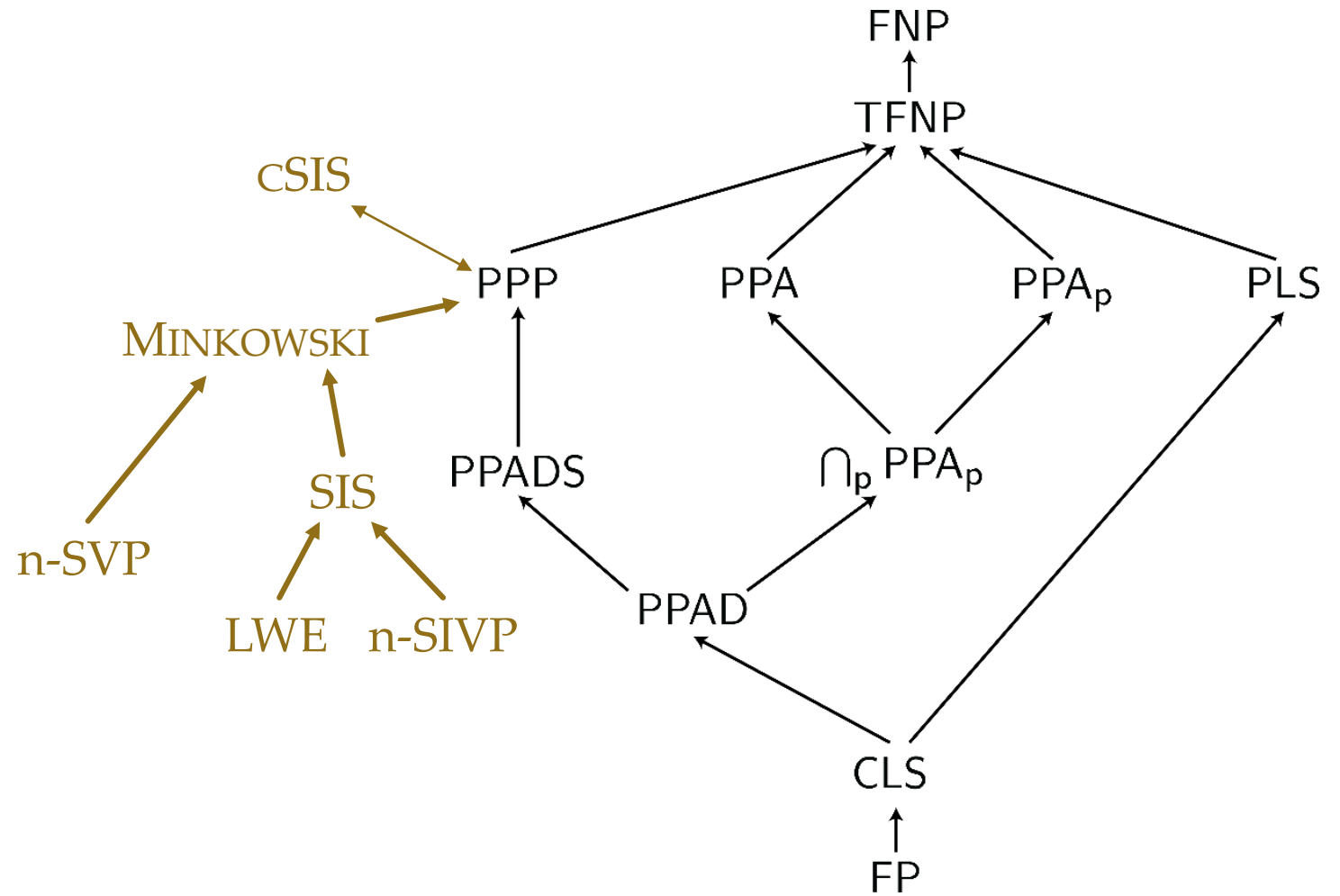


FUTURE DIRECTIONS - INCLUSIONS



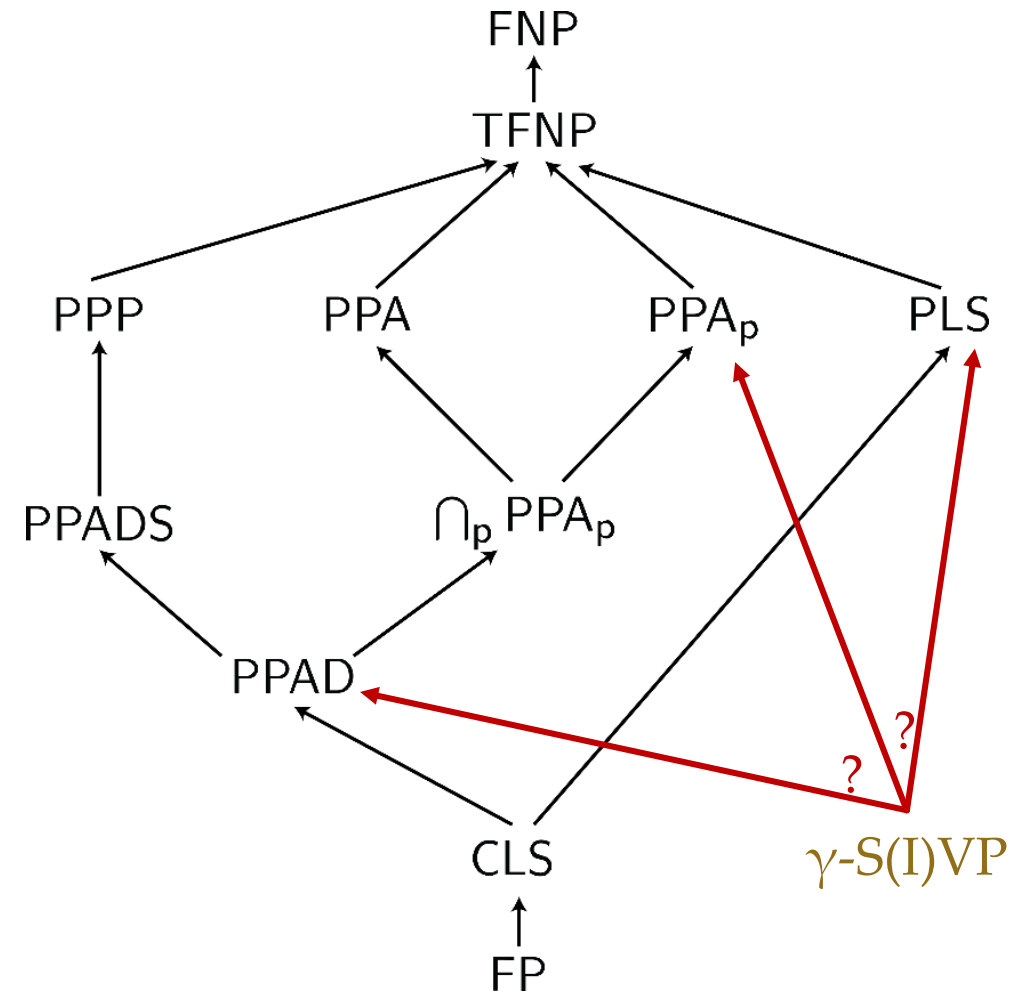
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1. $n^{1/2}$ -SVP ?



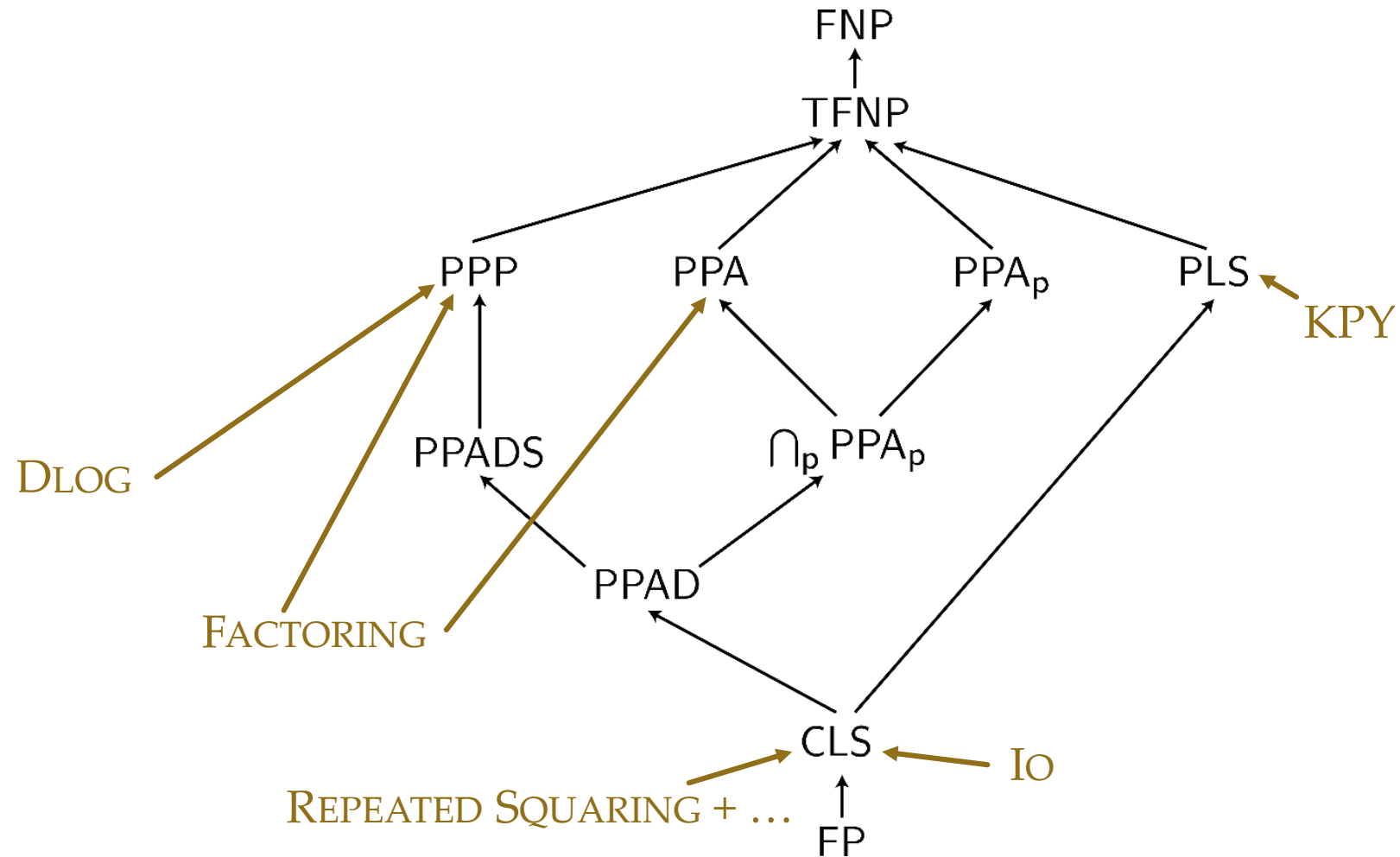
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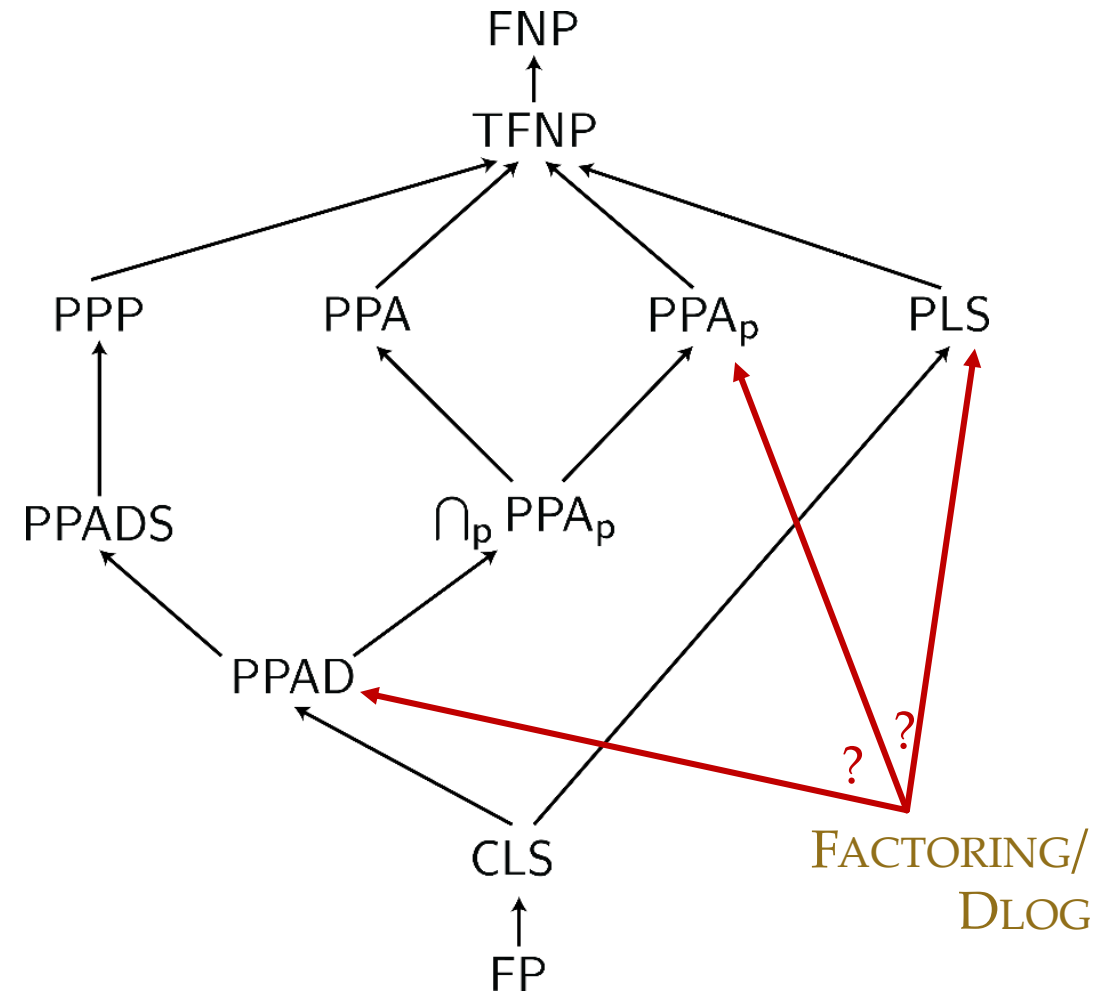
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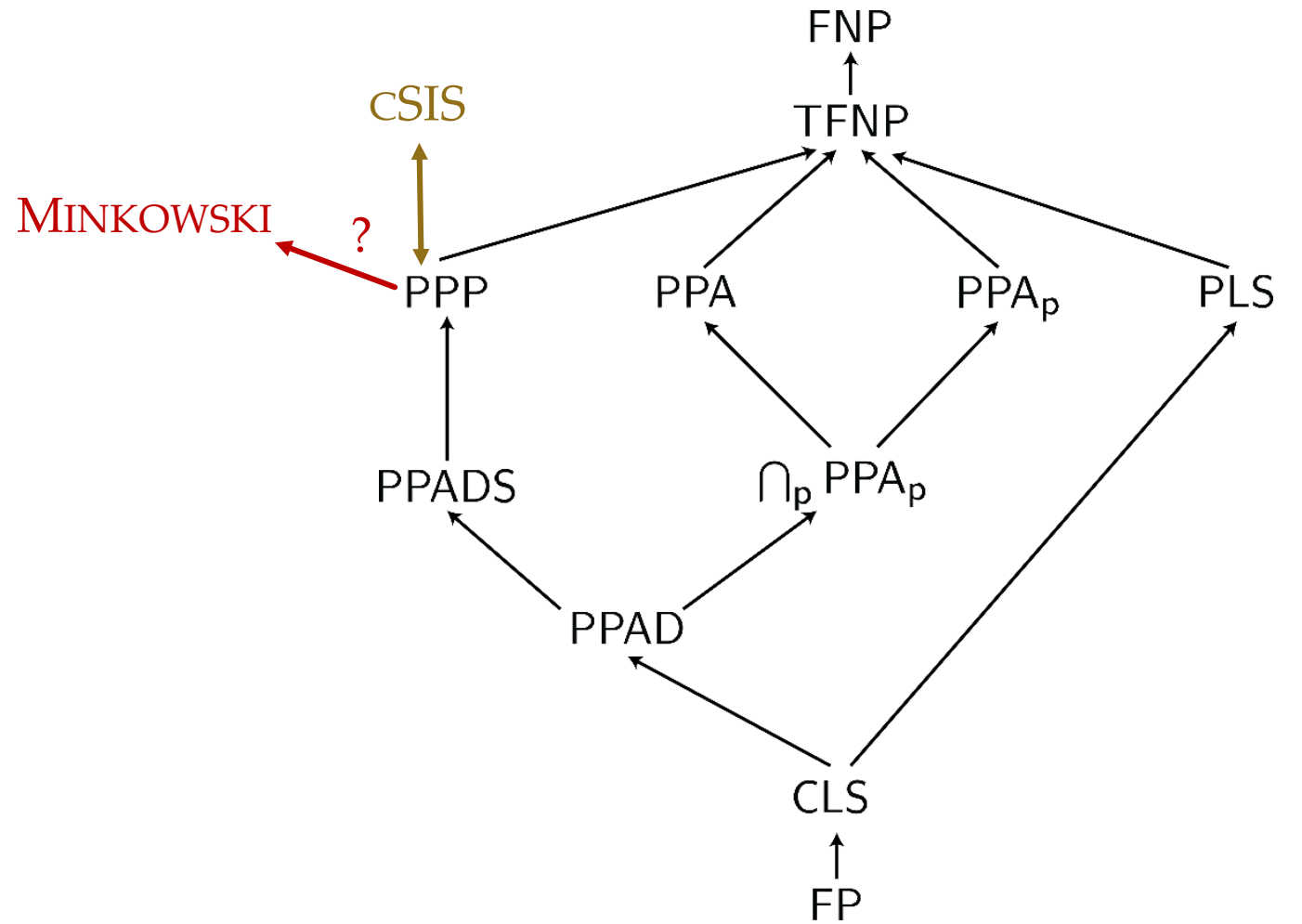
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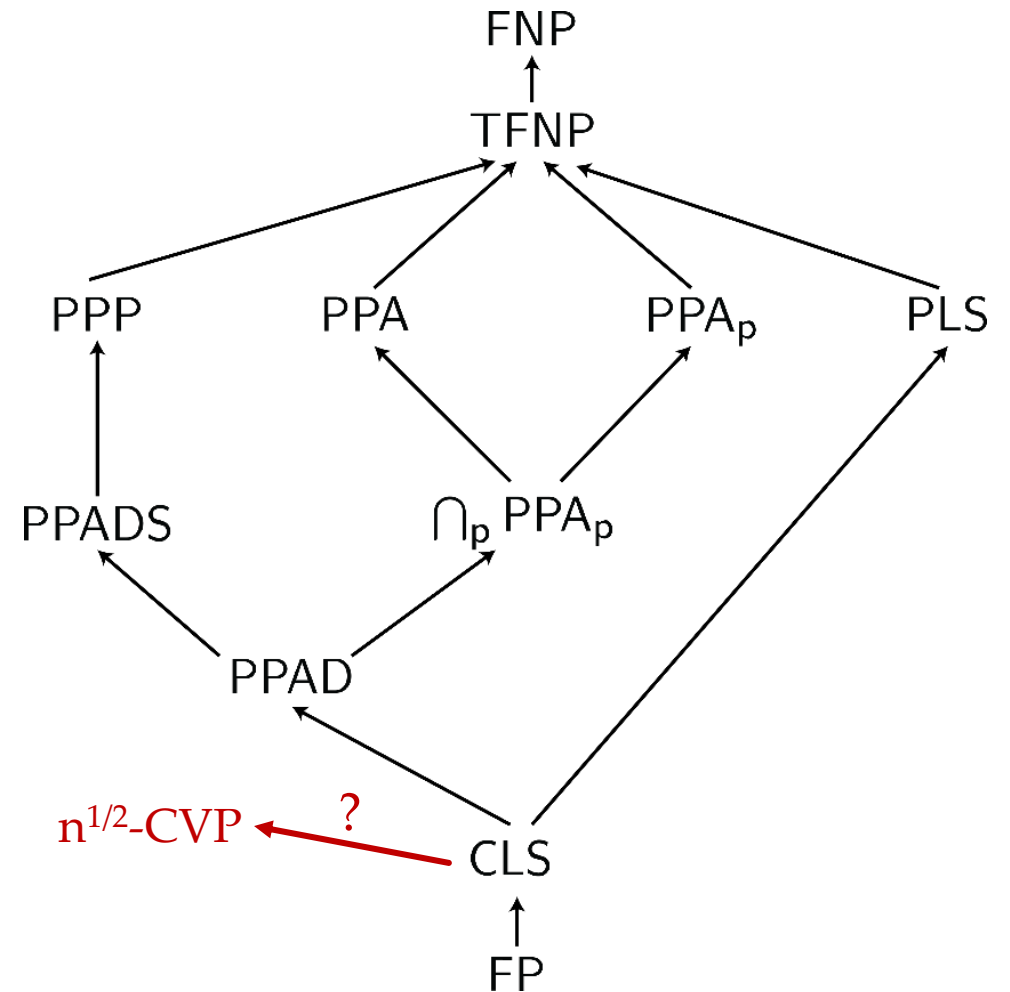
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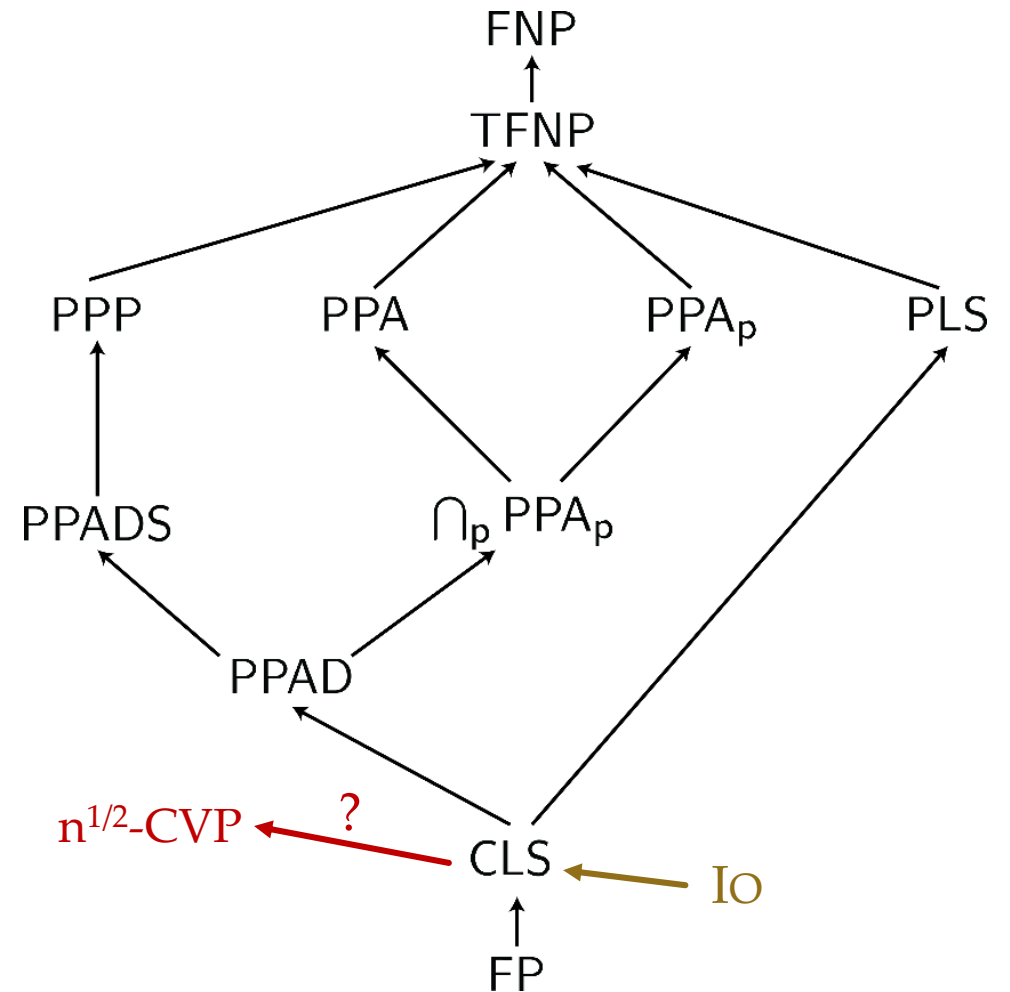
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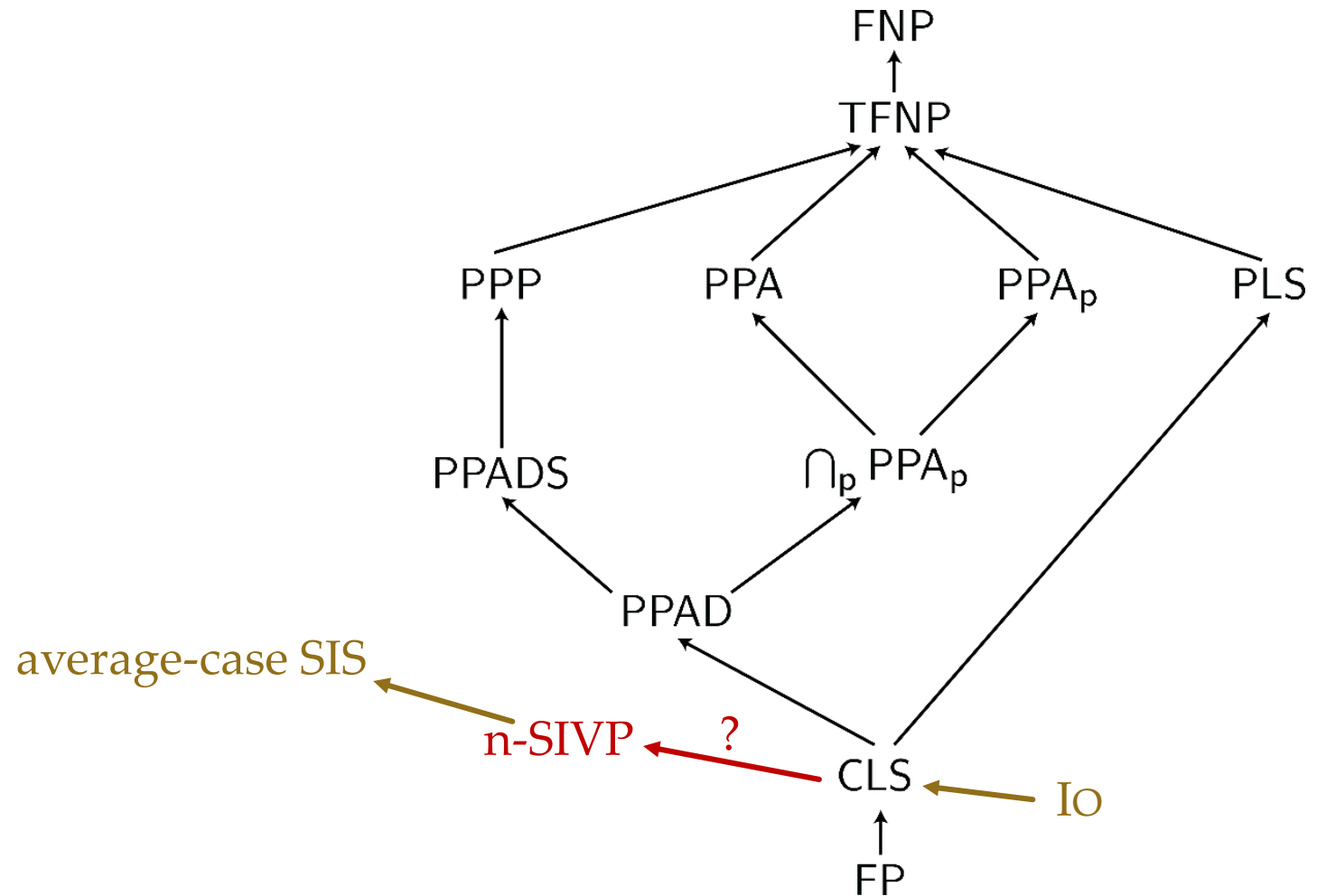
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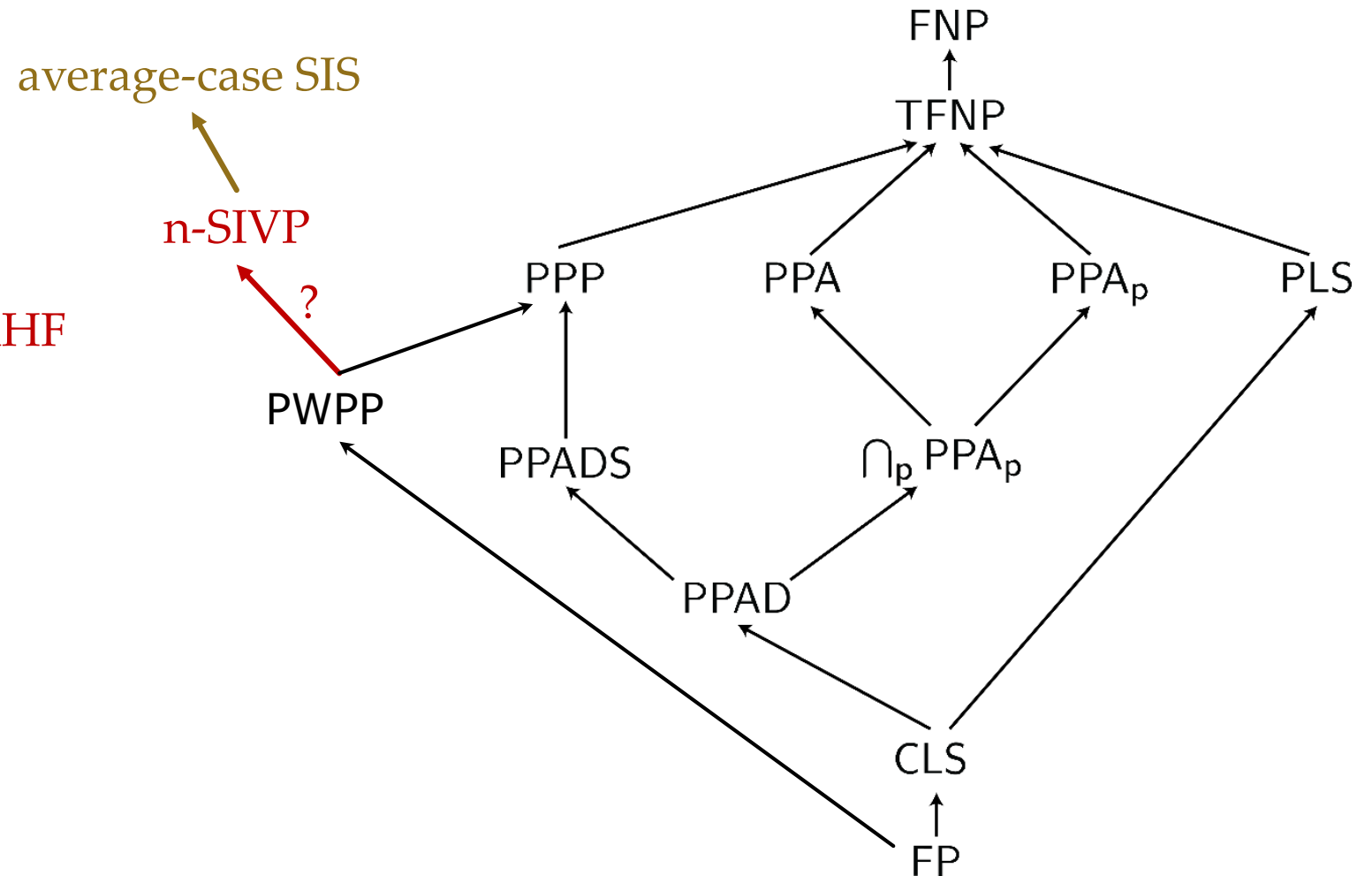
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4. n-SIVP ?



FUTURE DIRECTIONS - HARDNESS

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2. $n^{1/2}$ -CVP ?
3. Beyond PPP?
4. n-SIVP ?
5. n-SIVP vs PWPP?
natural and **universal** CRHF



FUTURE DIRECTIONS

- TFNP and Lattice Theory

Is MINKOWSKI PPP-complete? Is SIS PPP-complete? Is there a hardness of approximation for PPP? Is \sqrt{n} -SVP in PPP? Is there a natural universal CRHF?

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Thank you! 😊