

Improved Quantum Multicollision-Finding Algorithm

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Abstract. The current paper improves the number of queries of the previous quantum multi-collision finding algorithms presented by Hosoyamada *et al.* at Asiacrypt 2017. Let an l -collision be a tuple of l distinct inputs that result in the same output of a target function. In cryptology, it is important to study how many queries are required to find l -collisions for random functions of which domains are larger than ranges. The previous algorithm finds an l -collision for a random function by recursively calling the algorithm for finding $(l - 1)$ -collisions, and it achieves the average quantum query complexity of $O(N^{(3^{l-1}-1)/(2 \cdot 3^{l-1})})$, where N is the range size of target functions. The new algorithm removes the redundancy of the previous recursive algorithm so that different recursive calls can share a part of computations. The new algorithm finds an l -collision for random functions with the average quantum query complexity of $O(N^{(2^{l-1}-1)/(2^l-1)})$, which improves the previous bound for all $l \geq 3$ (the new and previous algorithms achieve the optimal bound for $l = 2$). More generally, the new algorithm achieves the average quantum query complexity of $O\left(c_N^{3/2} N^{\frac{2^{l-1}-1}{2^l-1}}\right)$ for a random function $f: X \rightarrow Y$ such that $|X| \geq l \cdot |Y|/c_N$ for any $1 \leq c_N \in o(N^{\frac{1}{2^{l-1}}})$. With the same query complexity, it also finds a multiclaw for random functions, which is harder to find than a multicollision.

Keywords post-quantum cryptography, quantum algorithm, multiclaw, multicollision

1 Introduction

Post-quantum cryptography has recently been discussed very actively in the cryptographic community. Quantum computers would completely break many classical public-key cryptosystems. In response, NIST is now conducting a standardization to select new public-key cryptosystems that resist attacks with quantum computers. Given this background, it is now important to investigate how

quantum computers can impact on other cryptographic schemes including cryptographic hash functions.

A multicollision for a function f denotes multiple inputs to f such that they are mapped to the same output value. In particular, an l -collision denotes a tuple of l distinct inputs x_1, x_2, \dots, x_l such that $f(x_1) = f(x_2) = \dots = f(x_l)$.

A multicollision is an important object in cryptography. Lower bounds on the complexity of finding a multicollision are sometimes used to derive security bounds in the area of provable security (e.g., security bounds for the schemes based on the sponge construction [JLM14]). In a similar context, the complexity of finding a multicollision directly impacts on the best cryptanalysis against some constructions. Furthermore, multicollisions can be used as a proof-of-work for blockchains. In digital payment schemes, a coin must be a bit-string the validity of which can be easily checked but which is hard to produce. A micro-payment scheme, MicroMint [RS96], defines coins as 4-collisions for a function. If 4-collisions can be produced quickly, a malicious user can counterfeit coins. Some recent works prove the security of schemes and protocols based on the assumption that there exist functions for which it is hard to find multicollisions [BKP18,BDRV18,KNY18].

Hosoyamada *et al.* [HSX17] provided a survey of multicollision finding algorithms with quantum computers. They first showed that an l -collision can be produced with at most $O(N^{1/2})$ queries on average to the target random function with range size N by iteratively applying the Grover search [Gro96,BBHT98] l times. They also reported that a combination of Zhandry’s algorithm with $l = 3$ [Zha15] and Belovs’ algorithm [Bel12] achieves $O(N^{10/21})$ for $l = 3$, which is faster than the simple application of Grover’s algorithm. Finally, Hosoyamada *et al.* presented their own algorithm that recursively applies the collision finding algorithm by Brassard, Høyer, and Tapp [BHT98]. Their algorithm achieves the average query complexity of $O(N^{(3^{l-1}-1)/(2 \cdot 3^{l-1})})$ for every $l \geq 2$. For $l = 3$ and $l = 4$, the complexities are $O(N^{4/9})$ and $O(N^{13/27})$, respectively, and the algorithm works as follows.

- To search for 3-collisions, it first iterates the $O(N^{1/3})$ -query quantum algorithm for finding a 2-collision $O(N^{1/9})$ times. Then, it searches for the preimage of any one of the $O(N^{1/9})$ 2-collisions by using Grover’s algorithm, which runs with $O(N^{4/9})$ queries.
- To search for 4-collisions, it iterates the $O(N^{4/9})$ -query quantum algorithm for finding a 3-collision $O(N^{1/27})$ times. Then, it searches for the preimage of any one of the $O(N^{1/27})$ 3-collisions with $O(N^{13/27})$ queries.

As demonstrated above, the recursive algorithm by Hosoyamada *et al.* [HSX17] runs $(l - 1)$ -collision algorithm multiple times, but in each invocation, the algorithm starts from scratch. This fact motivates us to consider reusing the computations when we search for multiple $(l - 1)$ -collisions.

Our Contributions. In this paper, we improve the quantum query complexity of the previous multicollision finding algorithm by removing the redundancy

of the algorithm. Consider the problem of finding an l -collision of a random function $f: X \rightarrow Y$, where $l \geq 2$ is an integer constant and $|Y| = N$. In addition, suppose that there exists a parameter $c_N \geq 1$ such that $c_N = o(N^{\frac{1}{2^{l-1}}})$ and $|X| \geq l \cdot |Y|/c_N$. Then, the new algorithm achieves the average quantum query complexity of $O\left(c_N^{3/2} N^{\frac{2^{l-1}-1}{2^{l-1}}}\right)$. In particular, if we can take c_N as a constant, then our algorithm can find an l -collision of a random function with $O\left(N^{\frac{2^{l-1}-1}{2^{l-1}}}\right)$ queries on average, which improves the previous quantum query complexity $O\left(N^{\frac{3^{l-1}-1}{2 \cdot 3^{l-1}-1}}\right)$ [HSX17] and matches with the lower bound proved by Liu and Zhandry [LZ18].

The complexities for small l 's are listed in Table 1. A comparison between them can be found in Figure 1. Our algorithm finds a 2-collision, 3-collision, 4-collision, and 5-collision of SHA3-512 with $2^{170.7}$, $2^{219.4}$, $2^{238.9}$, and $2^{247.7}$ quantum queries, respectively, up to a constant factor (Table 2).

Moreover, our new algorithm finds multiclaws for random functions, which are harder to find than multicollisions: An l -claw for functions $f_i: X_i \rightarrow Y$ for $1 \leq i \leq l$ is defined as a tuple $(x_1, \dots, x_l) \in X_1 \times \dots \times X_l$ such that $f_i(x_i) = f_j(x_j)$ for all (i, j) . If there exists a parameter $c_N \geq 1$ such that $c_N = o(N^{\frac{1}{2^{l-1}}})$ and $|X_i| \geq |Y|/c_N$ for each i , our quantum algorithm finds an l -claw for random functions f_i 's with $O\left(c_N^{3/2} N^{\frac{2^{l-1}-1}{2^{l-1}}}\right)$ quantum queries on average. In particular, if we can take c_N as a constant, then our algorithm can find an l -claw with $O\left(N^{\frac{2^{l-1}-1}{2^{l-1}}}\right)$ quantum queries.

In this paper, we do not provide the analyses of other complexity measures such as time/space complexity and the depth of quantum circuits, but it is not difficult to show with analyses similar to those in Ref. [HSX17] that the space complexity and the circuit depth are the same order as the query complexity up to a polylogarithmic factor.

Hereafter, we only consider *average* quantum query complexity over random functions as the performance of algorithms unless stated otherwise.

Paper Outline. The remaining of this paper is organized as follows. In section 2, we describe notations, definitions and settings. In section 3, we review previous works related to the multicollision-finding problem. In section 4, we provide our new quantum algorithm and its complexity analysis. In section 5, we conclude this paper.

Concurrent Work. Very recently, Liu and Zhandry [LZ18] showed that for every integer constant $l \geq 2$, $\Theta\left(N^{\frac{1}{2}(1-\frac{1}{2^{l-1}})}\right)$ quantum queries are both necessary and sufficient to find a l -collision with constant probability, for a random

Table 1. Query complexities of l -collision finding quantum algorithms. Each fraction denotes the logarithm of the number of queries to the base N . The query complexity asymptotically approaches $1/2$ as l increases.

l	2	3	4	5	6	7	8
[HSX17] : $\frac{3^{l-1}-1}{2 \cdot 3^{l-1}}$	$\frac{1}{3}$	$\frac{4}{9}$	$\frac{13}{27}$	$\frac{40}{81}$	$\frac{121}{243}$	$\frac{364}{729}$	$\frac{1093}{2187}$
Ours : $\frac{2^{l-1}-1}{2^{l-1}}$	$\frac{1}{3}$	$\frac{3}{7}$	$\frac{7}{15}$	$\frac{15}{31}$	$\frac{31}{63}$	$\frac{63}{127}$	$\frac{127}{255}$

l	2	3	4	5	6	7	8
[HSX17] : $\frac{3^{l-1}-1}{2 \cdot 3^{l-1}}$	0.3333..	0.4444..	0.4814..	0.4938..	0.4979..	0.4993..	0.4997..
Ours : $\frac{2^{l-1}-1}{2^{l-1}}$	0.3333..	0.4285..	0.4666..	0.4838..	0.4920..	0.4960..	0.4980..

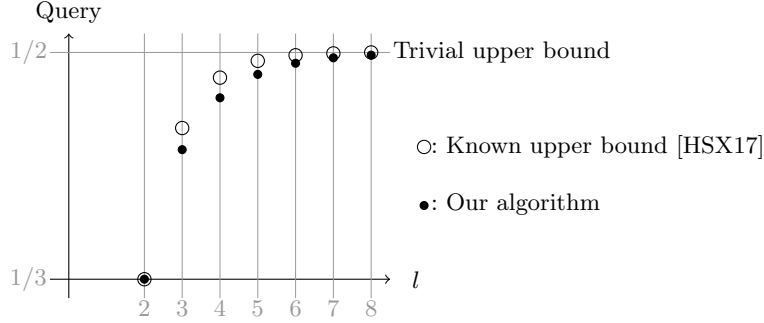


Fig. 1. Quantum query complexity for finding an l -collision. “Query” denotes the logarithm of the number of queries to the base N .

Table 2. The number of queries required to find an l -collision of SHA3-512. The numbers in the first row are obtained from the concrete bound given in [HSX17, Thm.5.1], and those in the second row are obtained from the concrete bound given in Theorem 2 with $k = 2$.

l	2	3	4	5
[HSX17, Thm 5.1]	2^{179}	2^{238}	2^{260}	2^{268}
Ours, Theorem 2	2^{181}	2^{230}	2^{250}	2^{259}

function. That is, they gave an improved upper bound and a new lower bound on the average case. The comparisons are summarized as follows:

- Liu and Zhandry consider the l -collision case that $|X| \geq l|Y|$, where X is the domain and Y is the range. We treat the case that $|X| \geq \frac{l}{c_N}|Y|$ holds for any positive value $c_N \geq 1$ which is in $o(N^{\frac{1}{2^{l-1}}})$. We also consider the *multiclave* case.
- Their exponent $\frac{1}{2}(1 - \frac{1}{2^{l-1}})$ is the same as ours $\frac{2^{l-1}-1}{2^{l-1}}$.
- They give the upper bound $O\left(N^{\frac{1}{2}(1-\frac{1}{2^{l-1}})}\right)$, while we give $O\left(c_N^{3/2} N^{\frac{1}{2}(1-\frac{1}{2^{l-1}})}\right)$. When c_N is a constant, our bound matches their bound.
- They give a lower bound, which matches with their and our upper bound.

We finally note that our result on an improved l -collision finding algorithm for the case $|X| \geq l|Y|$ with query complexity $O\left(N^{\frac{1}{2}(1-\frac{1}{2^{l-1}})}\right)$ is reported in the Rump Session of Asiacrypt 2017.

2 Preliminaries

For a positive integer M , let $[M]$ denote the set $\{1, \dots, M\}$. In this paper, N denotes a positive integer. We assume that l is a positive integer constant. We focus on reducing quantum *query* complexities for finding multicollisions and multiclaves. Unless otherwise noted, all sets are non-empty and finite. For sets X and Y , $\text{Func}(X, Y)$ denotes the set of functions from X to Y . For each $f \in \text{Func}(X, Y)$, we denote the set $\{f(x) \mid x \in X\}$ by $\text{Im}(f)$. For a set X , let $U(X)$ denote the uniform distribution over X . For a distribution \mathcal{D} on a set X , let $x \sim \mathcal{D}$ denote that x is a random variable that takes a value drawn from X according to \mathcal{D} . When we say that an oracle of a function $f: X \rightarrow Y$ is available, we consider the situation that each elements of X and Y are encoded into suitable binary strings, and the oracle gate $O_f: |x, z\rangle \mapsto |x, z \oplus f(x)\rangle$ is available.

An l -collision for a function $f: X \rightarrow Y$ is a tuple of elements (x_1, \dots, x_l, y) in $X^l \times Y$ such that $f(x_i) = f(x_j) = y$ and $x_i \neq x_j$ for all $1 \leq i \neq j \leq l$. An l -collision is simply called a *collision* for $l = 2$, and called a *multicollision* for $l \geq 3$. Moreover, an l -claw for functions $f_i: X_i \rightarrow Y$ for $1 \leq i \leq l$ is a tuple $(x_1, \dots, x_l, y) \in X_1 \times \dots \times X_l \times Y$ such that $f_1(x_1) = \dots = f_l(x_l) = y$. An l -claw is simply called a *claw* for $l = 2$, and called a *multiclave* for $l \geq 3$.

The problems of finding multicollisions or multiclaves are often studied in the contexts of both cryptography and quantum computation, but the problem settings of interest change depending on the contexts. In the context of quantum computation, most problems are studied in the *worst case*, and an algorithm is said to (efficiently) solve a problem only when it does (efficiently) for all functions. On the other hand, most problems in cryptography are studied in the *average case*, since randomness is one of the most crucial notions in cryptography. In particular, we say that an algorithm (efficiently) solves a problem if it does so with a high probability on average over randomly chosen functions.

This paper focuses on the settings of interest in the context of cryptography. Formally, our goal is to solve the following two problems.

Problem 1 (Multicollision-finding problem, average case). Let $l \geq 2$ be a positive integer constant, and X, Y denote non-empty finite sets. Suppose that a function $F: X \rightarrow Y$ is chosen uniformly at random and given as a quantum oracle. Then, find an l -collision for F .

Problem 2 (Multiclaw-finding problem, average case). Let $l \geq 2$ be a positive integer constant, and X_1, \dots, X_l, Y denote non-empty finite sets. Suppose that functions $f_i: X_i \rightarrow Y (1 \leq i \leq l)$ are chosen independently and uniformly at random, and given as quantum oracles. Then, find an l -claw for f_1, \dots, f_l .

Roughly speaking, Problem 1 is easier to solve than Problem 2. Suppose that $F: X \rightarrow Y$ is a function, and we want to find an l -collision for F . Let X_1, \dots, X_l be subsets of X such that $X_i \cap X_j = \emptyset$ for $i \neq j$ and $\bigcup_i X_i = X$. If (x_1, \dots, x_l, y) is an l -claw for $F|_{X_1}, \dots, F|_{X_l}$, then it is obviously an l -collision for F . In general, an algorithm for finding an l -claw can be converted into one for finding an l -collision. To be precise, the following lemma holds.

Lemma 1. *Let X, Y be non-empty finite sets, and X_1, \dots, X_l be subsets of X such that $X_i \cap X_j = \emptyset$ for $i \neq j$ and $\bigcup_i X_i = X$. If there exists a quantum algorithm \mathcal{A} that solves Problem 2 for the sets X_1, \dots, X_l, Y by making at most q quantum queries with probability at least p , then there exists a quantum algorithm \mathcal{B} that solves Problem 1 for the sets X, Y by making at most q quantum queries with probability at least p .*

How to measure the size of a problem also changes depending on which context we are in. In the context of cryptography, the problem size is often regarded as the size of the range of functions in the problem rather than the size of the domains, since the domains of cryptographic functions such as hash functions are much larger than their ranges. Hence, we regard the range size $|Y|$ as the size of Problem 1 (and Problem 2) when we analyze the complexity of quantum algorithms.

In the context of quantum computation, there exist previous works on problems related to ours [Bel12, Amb04, Tan09, BDH⁺01] (element distinctness problem, for example), but those works usually focus on the worst case complexity and regard the domain sizes of functions as the problem size. In particular, there does not exist any previous work that studies multiclaw-finding problem for general l in the average case, to the best of authors' knowledge.

3 Previous Works

3.1 The Grover Search and Its Generalization

As a main tool for developing quantum algorithms, we use the quantum database search algorithm that was originally developed by Grover [Gro96] and later generalized by Boyer, Brassard, Høyer, and Tapp [BBHT98]. Below we introduce the generalized version.

Theorem 1. *Let X be a non-empty finite set and $f: X \rightarrow \{0, 1\}$ be a function such that $t/|X| < 17/81$, where $t = |f^{-1}(1)|$. Then, there exists a quantum algorithm BBHT that finds x such that $f(x) = 1$ with an expected number of quantum queries to f at most*

$$\frac{4|X|}{\sqrt{(|X| - t)t}} \leq \frac{9}{2} \cdot \sqrt{\frac{|X|}{t}}.$$

If $f^{-1}(1) = \emptyset$, then BBHT runs forever.

Theorem 1 implies that we can find l -collisions and l -claws for random functions with $O(\sqrt{N})$ quantum queries, if the sizes of range(s) and domain(s) of function(s) are $\Theta(N)$: Suppose that we are given random functions $f_i: X_i \rightarrow Y$ for $1 \leq i \leq l$, where $|X_1|, \dots, |X_l|$, and $|Y|$ are all in $\Theta(N)$, and we want to find an l -claw for those functions. Take an element $y \in Y$ randomly, and define $F_i: X_i \rightarrow \{0, 1\}$ for each i by $F_i(x) = 1$ if and only if $f_i(x) = y$. Then, effectively, by applying BBHT to each F_i , we can find $x_i \in X_i$ such that $f_i(x_i) = y$ for each i with $O(\sqrt{N})$ quantum queries with a constant probability. Similarly we can find an l -collision for a random function $F: [N] \rightarrow [N]$ with $O(\sqrt{N})$ quantum queries. In particular, $O(\sqrt{N})$ is a trivial upper bound of Problem 1 and Problem 2.

3.2 The BHT Algorithm

Brassard, Høyer, and Tapp [BHT98] developed a quantum algorithm that finds 2-claws (below we call it BHT).⁴ BHT finds a claw for two one-to-one functions $f_1: X_1 \rightarrow Y$ and $f_2: X_2 \rightarrow Y$ as sketched in the following. For simplicity, here we assume $|X_1| = |X_2| = |Y| = N$. Under this setting, BHT finds a 2-claw with $O(N^{1/3})$ quantum queries.

Rough Sketch of BHT :

- 1. Construction of a list L .** Take a subset $S \subset X_1$ of size $N^{1/3}$ arbitrarily. For each $x \in S$, compute the value $f_1(x)$ by making a query and store the pair $(x, f_1(x))$ in a list L .
- 2. Extension to a claw.** Define a function $F_L: X_2 \rightarrow \{0, 1\}$ by $F_L(x') = 1$ if and only if the value $f_2(x') \in Y$ appears in the list L (i.e., there exists $x_1 \in S$ such that $f_2(x') = f_1(x_1)$). Apply BBHT to F_L and find $x_2 \in X_2$ such that $f_2(x_2)$ appears in L .
- 3. Finalization.** Find $(x_1, f_1(x_1)) \in L$ such that $f_1(x_1) = f_2(x_2)$, and then output (x_1, x_2) .

⁴ As in our case, the BHT algorithm also focus on only quantum query complexity. Although it runs in time $\tilde{O}(N^{1/3})$ on an idealized quantum computer, it requires $\tilde{O}(N^{1/3})$ qubits to store data in quantum memories. Recently Chailloux et al. [CNS17] has developed a quantum 2-collision finding algorithm that runs in time $\tilde{O}(N^{2/5})$, which is polynomially slower than the BHT algorithm but requires only $O(\log N)$ quantum memories.

Quantum query complexity. BHT finds a claw with $O(N^{1/3})$ quantum queries. In the first step, the list L is constructed by making $N^{1/3}$ queries to f_1 . In the second step, since $|F_L^{-1}(1)| = |f_2^{-1}(f_1(S))|$ is equal to $N^{1/3}$, BBHT finds x_2 with $O(\sqrt{N/N^{1/3}}) = O(N^{1/3})$ quantum queries to f_2 (note that we can evaluate F_L by making one query to f_2). The third step does not require queries. Therefore BHT finds a collision by making $O(N^{1/3})$ quantum queries in total in the worst case.

Extension to a collision-finding algorithm. It is not difficult to show that BHT works for random functions. Thus, BHT can be extended to the quantum collision-finding algorithm as mentioned in section 2. Suppose we want to find a (2-)collision for a random function $F: X \rightarrow Y$. Here we assume $|X| = 2N$ and $|Y| = N$ for simplicity. Now, choose a subset $X_1 \subset X$ of size N arbitrarily and let $X_2 = X \setminus X_1$. Then we can find a collision for F by applying the BHT algorithm introduced above to the functions $F|_{X_1}$ and $F|_{X_2}$, since a claw for them becomes a collision for F .

3.3 The HSX Algorithm

Next, we introduce a quantum algorithm for finding multicollisions that was developed by Hosoyamada, Sasaki, and Xagawa [HSX17] (the algorithm is designed to find only multicollisions, and cannot find multiclaws). Below we call their algorithm HSX.

The main idea of HSX is to apply the strategy of BHT recursively: To find an l -collision, HSX calls itself recursively to find many $(l-1)$ -collisions, and then extend any one of those $(l-1)$ -collisions to an l -collision by applying BBHT.

Rough Sketch of HSX : In what follows, N denotes $|Y|$. Let us denote $\text{HSX}(l)$ by the HSX algorithm for finding l -collisions. $\text{HSX}(l)$ finds an l -collision for a random function $f: X \rightarrow Y$ with $|X| \geq l \cdot |Y|$ as follows.

Recursive call to construct a list L_{l-1} . Apply $\text{HSX}(l-1)$ to f $N^{1/3^{l-1}}$ times to obtain $N^{1/3^{l-1}}$ many $(l-1)$ -collisions. Store those $(l-1)$ -collisions in a list L_{l-1} .

Extension to an l -collision. Define $F_{l-1}: X \rightarrow \{0, 1\}$ by $F_{l-1}(x') = 1$ if and only if there exists an $(l-1)$ -collision $(x_1, \dots, x_{l-1}, y) \in L_{l-1}$ such that $(x_1, \dots, x_{l-1}, x', y)$ forms an l -collision for f , i.e., $f(x') = y$ and $x' \neq x_i$ for $1 \leq i \leq l-1$. Apply BBHT to F_{l-1} to find $x_l \in X$ such that $F_{l-1}(x_l) = 1$.

Finalization. Find $(x_1, \dots, x_{l-1}, y) \in L_{l-1}$ such that $F_{l-1}(x_l) = y$. Output $(x_1, \dots, x_{l-1}, x_l, y)$.

Quantum query complexity. HSX finds a l -collision with $O(N^{(3^{l-1}-1)/2 \cdot 3^{l-1}})$ quantum queries on average, which can be shown by induction as follows. For 2-collisions, $\text{HSX}(2)$ matches the BHT algorithm. For general $l \geq 3$, suppose that $\text{HSX}(l-1)$ finds an $(l-1)$ -collision with $O(N^{(3^{l-2}-1)/2 \cdot 3^{l-2}})$ quantum

queries on average. In its first step, $\text{HSX}(l)$ makes $N^{1/3^{l-1}} \cdot O(N^{(3^{l-2}-1)/2 \cdot 3^{l-2}}) = O(N^{(3^{l-1}-1)/2 \cdot 3^{l-1}})$ quantum queries. Moreover, in its second step, $\text{HSX}(l)$ makes $O(\sqrt{N/N^{(3^{l-2}-1)/2 \cdot 3^{l-2}}}) = O(N^{(3^{l-1}-1)/2 \cdot 3^{l-1}})$ quantum queries by using BBHT. The third step does not make quantum queries. Therefore it follows that $\text{HSX}(l)$ makes $O(N^{(3^{l-1}-1)/2 \cdot 3^{l-1}})$ quantum queries in total.

4 New Quantum Algorithm Mclaw

This section gives our new quantum algorithm **Mclaw** that finds an l -claw with $O(c_N^{3/2} N^{(2^{l-1}-1)/(2^l-1)})$ quantum queries for random functions $f_i: X_i \rightarrow Y$ for $1 \leq i \leq l$, where $|Y| = N$ and there exists a real value c_N with $1 \leq c_N \in o(N^{\frac{1}{2^{l-1}}})$ such that $\frac{N}{c_N} \leq |X_i|$ holds for all i . Roughly speaking, this means that, an l -collision for a random function $f: X \rightarrow Y$, where $|Y| = N$ and $|X| \geq l \cdot N$, can be found with $O(N^{(2^{l-1}-1)/(2^l-1)})$ quantum queries, which improves the previous result [HSX17] (see section 2).

Our algorithm assumes that $|X_1|, \dots, |X_l|$ are less than or equal to $|Y|$. However, it can also be applied to the functions of interest in the context of cryptography, i.e., the functions of which domains are much larger than ranges, by restricting the domains of them to suitable subsets.

The main idea of our new algorithm is to improve HSX by getting rid of its redundancy: To find an l -collision, HSX recursively calls itself to find many $(l-1)$ -collisions. Once HSX finds an $(l-1)$ -collision $\gamma = (x_1, \dots, x_{l-1}, y)$, it stores γ in a list L_{l-1} , *discards all the data that was used to find γ* , and then start to search for another $(l-1)$ -collision γ' . It is inefficient to discard data every time an $(l-1)$ -collision is found, and our new algorithm **Mclaw** reduces the number of quantum queries by reusing those data. We note that our algorithm **Mclaw** can solve the multiclaw-finding problem as well as the multi-collision finding problem.

We begin with describing our algorithm in an intuitive manner, and then give its formal description.

4.1 Intuitive Description and Complexity Analysis

We explain the idea of how to develop the BHT algorithm, how to develop a quantum algorithm to find 3-claws from BHT, and how to extend it further to the case of finding an l -claw for any l .

How to develop the BHT algorithm. Here we review how the BHT algorithm is developed. Let $f_1: X_1 \rightarrow Y$ and $f_2: X_2 \rightarrow Y$ be one-to-one functions. The goal of the BHT algorithm is to find a (2-)claw for f_1 and f_2 with $O(N^{1/3})$ quantum queries. For simplicity, below we assume that $|X_1| = |X_2| = |Y| = N$ holds. Let t_1 be a parameter that defines the size of a list of 1-claws for f_1 . It will be set as $t_1 = N^{1/3}$.

First, collect t_1 many 1-claws for f_1 and store them in a list L_1 . This first step makes t_1 queries. Second, extend one of 1-claws in L_1 to a 2-claw for f_1 and f_2 , by using BBHT, and output the obtained 2-claw. Since BBHT makes $O(\sqrt{N/t_1})$ queries to make a 2-claw from L_1 , this second step makes $O(\sqrt{N/t_1})$ queries (see Theorem 1). Overall, the above algorithm makes $q_2(t_1) = t_1 + \sqrt{N/t_1}$ quantum queries up to a constant factor. The function $q_2(t_1)$ takes its minimum value $2 \cdot N^{1/3}$ when $t_1 = N^{1/3}$. By setting $t_1 = N^{1/3}$, the BHT algorithm is obtained.

From BHT to a 3-claw-finding algorithm. Next, we show how the above strategy to develop the BHT algorithm can be extended to develop a 3-claw-finding algorithm. Let $f_i: X_i \rightarrow Y$ be one-to-one functions for $1 \leq i \leq 3$. Our goal here is to find a 3-claw for f_1, f_2 , and f_3 with $O(N^{3/7})$ quantum queries. For simplicity, below we assume $|X_1| = |X_2| = |X_3| = |Y| = N$. Let t_1, t_2 be parameters that define the number of 1-claws for f_1 and that of 2-claws for f_1 and f_2 , respectively. (They will be fixed later.)

First, collect t_1 many 1-claws for f_1 and store them in a list L_1 . This first step makes t_1 queries. Second, extend 1-claws in L_1 to t_2 many 2-claws for f_1 and f_2 by using BBHT, and store them in a list L_2 . Here we do not discard the list L_1 until we construct the list L_2 of size t_2 , while the HSX algorithm does. Since BBHT makes $O(\sqrt{N/t_1})$ queries to make a 2-claw from L_1 , this second step makes $t_2 \cdot O(\sqrt{N/t_1})$ queries if $t_2 = o(t_1)$ (see Theorem 1). Finally, extend one of 2-claws in L_2 to a 3-claw for f_1, f_2 , and f_3 by using BBHT, and output the obtained 3-claw. This final step makes $O(\sqrt{N/t_2})$ queries. Overall, the above algorithm makes $q_3(t_1, t_2) = t_1 + t_2 \cdot \sqrt{N/t_1} + \sqrt{N/t_2}$ quantum queries up to a constant factor. The function $q_3(t_1, t_2)$ takes its minimum value $3 \cdot N^{3/7}$ when $t_1 = t_2 \cdot \sqrt{N/t_1} = \sqrt{N/t_2}$, which is equivalent to $t_1 = N^{3/7}$ and $t_2 = N^{1/7}$. By setting $t_1 = N^{3/7}$ and $t_2 = N^{1/7}$, we can obtain a 3-claw finding algorithm with $O(N^{3/7})$ quantum queries.

l -claw-finding algorithm for general l . Generalizing the above idea to find a 3-claw, we can find an l -claw for general l as follows. Let $f_i: X_i \rightarrow Y$ be one-to-one functions for $1 \leq i \leq l$. Our goal here is to find an l -claw for f_1, \dots, f_l . For simplicity, below we assume that $|X_1| = \dots = |X_l| = |Y| = N$ holds. Let t_1, \dots, t_{l-1} be parameters with $t_i = o(t_{i-1})$ for $i = 2, \dots, l$.

First, collect t_1 many 1-claws for f_1 and store them in a list L_1 . This first step makes t_1 queries. In the i -th step for $2 \leq i \leq l-1$, extend t_i many $(i-1)$ -claws in L_{i-1} to t_i many i -claws for f_1, \dots, f_i by using BBHT, and store them in a list L_i . Here we do not discard the list L_{i-1} until we construct the list L_i of size t_i . Since BBHT makes $O(\sqrt{N/t_{i-1}})$ queries to make an i -claw from L_{i-1} , the i -th step makes $t_i \cdot O(\sqrt{N/t_{i-1}})$ queries. Finally, extend one of $(l-1)$ -claws in L_{l-1} to an l -claw for f_1, \dots, f_l by using BBHT, and output the obtained l -claw. This final step makes $O(\sqrt{N/t_{l-1}})$ queries. Overall, this algorithm makes $q_l(t_1, \dots, t_{l-1}) = t_1 + t_2 \cdot \sqrt{N/t_1} + \dots + t_{l-1} \cdot \sqrt{N/t_{l-2}} + \sqrt{N/t_{l-1}}$ quantum queries up to a constant factor. The function $q_l(t_1, \dots, t_{l-1})$ takes its minimum value

$l \cdot N^{(2^{l-1}-1)/(2^l-1)}$ when $t_1 = t_2 \cdot \sqrt{N/t_1} = \dots = t_{l-1} \cdot \sqrt{N/t_{l-2}} = \sqrt{N/t_{l-1}}$, which is equivalent to $t_i = N^{(2^{l-i}-1)/(2^l-1)}$. By setting $t_i = N^{(2^{l-i}-1)/(2^l-1)}$, we can find an l -claw with $O(N^{(2^{l-1}-1)/(2^l-1)})$ quantum queries. Our new quantum algorithm **Mclaw** is developed based on the above strategy for random functions.

4.2 Formal Description

Here we formally describe our quantum multiclaw-finding algorithm **Mclaw**. A formal complexity analysis of **Mclaw** is given in the next subsection, and this subsection only describes how the algorithm works.

Let N be a sufficiently large integer and suppose that $|Y| = N$ holds. Below we assume that $|X_i| \leq |Y|$ holds for all i . This is a reasonable assumption since, if there is an algorithm that solves Problem 2 in the case that $|X_i| \leq |Y|$ holds for all i , then we can also solve the problem in other cases: If $|X_i| > |Y|$ holds for some i , take a subset $S_i \subset X_i$ such that $|S_i| = |Y|$ and find an l -claw for $f_1, \dots, f_{i-1}, f_i|_{S_i}, f_{i+1}, \dots, f_l$. Then the l -claw is also an l -claw for f_1, \dots, f_l .

Here we introduce a corollary that follows from Theorem 1.

Corollary 1. *Let X, Y be non-empty finite sets, $f: X \rightarrow Y$ be a function, and $L' \subset Y$ be a non-empty subset. Then there exists a quantum algorithm **MTPS** that finds x such that $f(x) \in L'$ with an expected number of quantum queries to f at most $9\sqrt{5|X|/|f^{-1}(L')|}$.*

Let $F_{L'}: \{1, \dots, 5\} \times X \rightarrow \{0, 1\}$ be the boolean function defined by $F_{L'}(\alpha, x) = 1$ if and only if $\alpha = 1$ and $f(x) \in L'$. A quantum circuit that computes $F_{L'}$ can be implemented with two oracle calls to f . Then, run **BBHT** on $F_{L'}$. Since $|\{1, \dots, 5\} \times X| = 5|X|$ and $|F_{L'}^{-1}(1)| \leq |X| \leq 17/81 \cdot |\{1, \dots, 5\} \times X|$ always hold, we can show that the corollary follows from Theorem 1.

Our algorithm is parametrized by a positive integer $k \geq 2$, and we denote the algorithm for the parameter k by **Mclaw_k**. **Mclaw_k** can be applied in the situation that there exists a parameter $c_N \geq 1$ such that c_N is in $o(N^{\frac{1}{2^{l-1}}})$ and $|X_i| \geq |Y|/c_N$ holds for each i . We impose an upper limit on the number of queries that **Mclaw_k** is allowed to make: We design **Mclaw_k** in such a way that it immediately stops and aborts if the number of queries made reaches the limit specified by the parameter $\text{Qlimit}_k := k \cdot 169lc_N^{3/2} \cdot N^{\frac{2^{l-1}-1}{2^l-1}}$. The upper limit Qlimit_k is necessary to prevent the algorithm from running forever, and to make the expected value of the number of queries converge. We also define the parameters controlling the sizes of the lists:

$$N_i := \begin{cases} \frac{N}{4c_N} & (i = 0), \\ N^{\frac{2^{l-i}-1}{2^l-1}} & (i \geq 1). \end{cases} \quad (1)$$

For ease of notation, we define L_0 and L'_0 as $L_0 = L'_0 = Y$. Then, **Mclaw_k** is described as in Algorithm 1.

Algorithm 1 Mclaw_k

Input: Randomly chosen functions f_1, \dots, f_l ($f_i: X_i \rightarrow Y$ and $|X_i| \leq |Y|$).

Output: An l -claw for f_1, \dots, f_l or \perp .

Stop condition: If the number of queries reaches Qlimit_k , stop and output \perp .

$L_1, \dots, L_l \leftarrow \emptyset, L'_1, \dots, L'_l \leftarrow \emptyset$.

for $i = 1$ to l **do**

for $j = 1$ to $\lceil 4c_N \cdot N_i \rceil$ **do**

if $i = 1$ **then**

 Take $x_j \in X_1$ that does not appear in $L_1, y \leftarrow f_1(x_j)$. //1 query is made

else

 Find $x_j \in X_i$ whose image $y := f_i(x_j)$ is in L'_{i-1} by running MTPS on f_i
 and L'_{i-1} . //multiple queries are made

end if

$L_i \leftarrow L_i \cup \{(x^{(1)}, \dots, x^{(i-1)}, x_j, y)\}, L'_i \leftarrow L'_i \cup \{y\}$.

$L_{i-1} \leftarrow L_{i-1} \setminus \{(x^{(1)}, \dots, x^{(i-1)}, y)\}, L'_{i-1} \leftarrow L'_{i-1} \setminus \{y\}$.

end for

end for

Return an element $(x^{(1)}, \dots, x^{(l)}; y) \in L_l$ as an output.

4.3 Formal Complexity Analysis

This section gives a formal complexity analysis of Mclaw_k . The goal of this section is to show the following theorem.

Theorem 2. *Assume that there exists a parameter $c_N \geq 1$ such that c_N is in $o(N^{\frac{1}{2^{l-1}}})$ and $|X_i| \geq \frac{1}{c_N}|Y|$ holds for each i . If $|Y| = N$ is sufficiently large, Mclaw_k finds an l -claw with a probability at least*

$$1 - \frac{1}{k} - \frac{2l}{N} - l \cdot \exp\left(-\frac{1}{15} \cdot \frac{N^{\frac{1}{2^{l-1}}}}{c_N}\right), \quad (2)$$

by making at most

$$\text{Qlimit}_k = k \cdot 169lc_N^{3/2} \cdot N^{\frac{2^{l-1}-1}{2^{l-1}}} \quad (3)$$

quantum queries, where k is any positive integer 2 or more.

This theorem shows that, for each integer $k \geq 2$, Mclaw_k finds an l -claw with a constant probability by making $O\left(c_N^{3/2} N^{\frac{2^{l-1}-1}{2^{l-1}}}\right)$ queries.

For later use, we show the following lemma.

Lemma 2. *Let X, Y be non-empty finite sets such that $|X| \leq |Y|$. Suppose that a function $f: X \rightarrow Y$ is chosen uniformly at random. Then*

$$\Pr_{f \sim U(\text{Func}(X, Y))} \left[|\text{Im}(f)| \geq \frac{|X|}{2} - \sqrt{|X| \ln |Y|/2} \right] \geq 1 - \frac{2}{|Y|} \quad (4)$$

holds.

Proof. Note that, for each $x \in X$, $f(x)$ is the random variable that takes value in Y . Moreover, $\{f(x)\}_{x \in X}$ is the set of independent random variables. Let us define a function $\Phi: Y^{\times |X|} \rightarrow \mathbb{N}$ by $\Phi(y_1, \dots, y_{|X|}) = |Y \setminus \{y_i\}_{1 \leq i \leq |X|}|$. Then Φ is 1-Lipschitz, i.e.,

$$|\Phi(y_1, \dots, y_{i-1}, y_i, y_{i+1}, \dots, y_{|X|}) - \Phi(y_1, \dots, y_{i-1}, y'_i, y_{i+1}, \dots, y_{|X|})| \leq 1 \quad (5)$$

holds for arbitrary choice of elements $y_1, \dots, y_{|X|}$, and y'_i in Y . Now we apply the following theorem to Φ .

Theorem 3 (McDiarmid's Inequality (Theorem 13.7 in [MU17])). *Let M be a positive integer, and $\Phi: Y^{\times M} \rightarrow \mathbb{N}$ be a 1-Lipschitz function. Let $\{y_i\}_{1 \leq i \leq M}$ be the set of independent random variables that take values in Y . Let μ denote the expectation value $\mathbf{E}_{y_1, \dots, y_M} [\Phi(y_1, \dots, y_M)]$. Then*

$$\Pr_{y_1, \dots, y_M} [\Phi(y_1, \dots, y_M) \geq \mu + \lambda] \leq 2e^{-2\lambda^2/M} \quad (6)$$

holds.

Apply the above theorem with $M = |X|$, $\lambda = \sqrt{|X| \ln |Y|/2}$, and $y_x = f(x)$ for each $x \in X$ (here we identify X with the set $\{1, \dots, |X|\}$). Then, since $\mathbf{E} [\Phi(y_1, \dots, y_M)] = |Y| (1 - 1/|Y|)^{|X|}$ holds, we have that

$$\Pr_{f \sim U(\text{Func}(X, Y))} [\Phi(y_1, \dots, y_M) \geq |Y| (1 - 1/|Y|)^{|X|} + \sqrt{|X| \ln |Y|/2}] \leq \frac{2}{|Y|}.$$

In addition, it follows that

$$\begin{aligned} |Y| (1 - 1/|Y|)^{|X|} &\leq |Y| e^{-|X|/|Y|} \leq |Y| \left(1 - \frac{|X|}{|Y|} + \frac{1}{2} \left(\frac{|X|}{|Y|} \right)^2 \right) \\ &= |Y| - |X| \left(1 - \frac{1}{2} \frac{|X|}{|Y|} \right) \leq |Y| - \frac{|X|}{2}, \end{aligned} \quad (7)$$

where we used the assumption that $|X| \leq |Y|$ for the last inequality. Since $\Phi(y_1, \dots, y_M) = |Y \setminus \text{Im}(f)|$ and $|\text{Im}(f)| = |Y| - |Y \setminus \text{Im}(f)|$ hold, it follows that $|\text{Im}(f)|$ is at least

$$|Y| - \left(|Y| - \frac{|X|}{2} + \sqrt{|X| \ln |Y|/2} \right) = \frac{|X|}{2} - \sqrt{|X| \ln |Y|/2} \quad (8)$$

with a probability at least $1 - \frac{2}{|Y|}$, which completes the proof. \square

Proof (of Theorem 2). We show that eq. (2) holds. Let us define $\text{good}^{(i)}$ to be the event that

$$|\text{Im}(f_i) \cap L'_{i-1}| \geq N_{i-1} \quad (9)$$

holds just before Mclaw_k starts to construct i -claws. (Intuitively, under the condition that $\text{good}^{(i)}$ occurs, the number of queries does not become too large.) We show the following claim.

Claim. For sufficiently large N ,

$$\Pr \left[\text{good}^{(i)} \right] \geq 1 - \frac{2}{N} - \exp \left(-\frac{1}{15} \cdot \frac{N_{i-1}}{c_N} \right). \quad (10)$$

holds.

Proof. In this proof we consider the situation that Mclaw_k has finished to make L_{i-1} and before starting to make i -claws. In particular, we assume that $|L_{i-1}| = |L'_{i-1}| = \lceil 4c_N N_{i-1} \rceil$.

Let $\text{pregood}^{(i)}$ be the event that $|\text{Im}(f_i)| \geq \lceil N/3c_N \rceil$ holds. Since c_N is in $o(N^{\frac{1}{2t-1}})$, we have that $\frac{|X_i|}{2} - \sqrt{|X_i| \ln |Y|/2} \geq \left\lceil \frac{N}{3c_N} \right\rceil$ holds for sufficiently large N . Hence

$$\Pr \left[\text{pregood}^{(i)} \right] \geq 1 - \frac{2}{|Y|} \quad (11)$$

follows from Lemma 2.

Let us identify X and Y with the sets $\{1, \dots, |X|\}$ and $\{1, \dots, |Y|\}$, respectively. Let B_j be the j -th element in $\text{Im}(f)$. Let χ_j be the indicator variable that is defined by $\chi_j = 1$ if and only if $B_j \in L'_{i-1}$, and define a random variable χ by $\chi := \sum_j \chi_j$. Then χ follows the hypergeometric distribution. We use the following theorem as a fact.

Theorem 4 (Theorem 1 in [HS05]). *Let $K = K(n_1, n, m)$ denote the hypergeometric random variable describing the process of counting how many defectives are selected when n_1 items are randomly selected without replacement from n items among which there are m defective ones. Let $\lambda \geq 2$. Then*

$$\Pr [K - \mathbf{E}[K] < -\lambda] < e^{-2\alpha_{n_1, n, m}(\lambda^2 - 1)} \quad (12)$$

holds, where

$$\alpha_{n_1, m, n} = \max \left(\left(\frac{1}{n_1 + 1} + \frac{1}{n - n_1 + 1} \right), \left(\frac{1}{m + 1} + \frac{1}{n - m + 1} \right) \right). \quad (13)$$

Apply the above theorem with $n_1 = \lceil N/3c_N \rceil$, $n = N$, and $m = |L'_{i-1}| = \lceil 4c_N N_{i-1} \rceil$, for the random variable χ under the condition that $|\text{Im}(f_i)| = \lceil N/3c_N \rceil$ holds. Let equal denote the event that $|\text{Im}(f_i)| = \lceil N/3c_N \rceil$ holds. Then $\mathbf{E}[\chi | \text{equal}] = \frac{n_1 m}{n} \geq \frac{4}{3} N_{i-1}$ holds, and we have that

$$\begin{aligned} & \Pr \left[\chi - \mathbf{E}[\chi | \text{equal}] < -\frac{1}{4} \mathbf{E}[\chi | \text{equal}] \mid \text{equal} \right] \\ & \leq \exp \left(-2 \left(\frac{1}{m + 1} + \frac{1}{n - m + 1} \right) \left((\mathbf{E}[\chi | \text{equal}] / 4)^2 - 1 \right) \right) \\ & \leq \exp \left(-\frac{1}{15m} (\mathbf{E}[\chi | \text{equal}])^2 \right) \leq \exp \left(-\frac{1}{15} \cdot \frac{N_{i-1}}{c_N} \right) \end{aligned} \quad (14)$$

for sufficiently large N , where we use $c_N = o(N^{\frac{1}{2^{l-1}}})$ in evaluating $\alpha_{n_1, m, n}$. Hence

$$\Pr[\chi \geq N_{i-1} | \text{equal}] \geq 1 - \exp\left(-\frac{1}{15} \cdot \frac{N_{i-1}}{c_N}\right) \quad (15)$$

holds, which implies that

$$\begin{aligned} \Pr\left[|\text{Im}(f) \cap L'_{i-1}| \geq N_{i-1} \mid \text{pregood}^{(i)}\right] &= \Pr\left[\chi \geq N_{i-1} \mid \text{pregood}^{(i)}\right] \\ &\geq \Pr[\chi \geq N_{i-1} | \text{equal}] \\ &\geq 1 - \exp\left(-\frac{1}{15} \cdot \frac{N_{i-1}}{c_N}\right). \end{aligned} \quad (16)$$

Therefore we have that

$$\begin{aligned} \Pr[\text{good}^{(i)}] &> \Pr[\text{good}^{(i)} \mid \text{pregood}^{(i)}] \cdot \Pr[\text{pregood}^{(i)}] \\ &= \Pr\left[|\text{Im}(f) \cap L'_{i-1}| \geq N_{i-1} \mid \text{pregood}^{(i)}\right] \cdot \Pr[\text{pregood}^{(i)}] \\ &\geq \left(1 - \frac{2}{|Y|}\right) \left(1 - \exp\left(-\frac{1}{15} \cdot \frac{N_{i-1}}{c_N}\right)\right) \\ &\geq 1 - \frac{2}{|Y|} - \exp\left(-\frac{1}{15} \cdot \frac{N_{i-1}}{c_N}\right), \end{aligned} \quad (17)$$

which completes the proof. \square

Let good denote the event $\text{good}^{(1)} \wedge \dots \wedge \text{good}^{(l)}$. Then we can show the following claim.

Claim. For sufficiently large N , it holds that

$$\mathbf{E}[Q \mid \text{good}] \leq \frac{1}{k} \text{Qlimit}_k, \quad (18)$$

where Q is the total number of queries made by Mclaw_k .

Proof. Let us fix i and j . Let $Q_j^{(i)}$ denote the number of queries made by Mclaw_k in the j -th search to construct i -claws, and $Q^{(i)}$ denote $\sum_j Q_j^{(i)}$. In the j -th search to construct i -claw, we search X_i for x with $f_i(x) \in L'_{i-1}$, where there exist at least $|L'_{i-1} \cap \text{Im}(f)| \geq N_{i-1} - j + 1$ answers in X_i under the condition that $\text{good}^{(i)}$ occurs. From Corollary 1, the expected value of the number of queries made by MTPS in the j -th search to construct i -claws is upper bounded by

$$9\sqrt{5|X_i|/|f_i^{-1}(L'_{i-1})|} \leq 9\sqrt{5|X_i|/|L'_{i-1} \cap \text{Im}(f)|} \leq 21\sqrt{N/N_{i-1}} \quad (19)$$

for each j under the condition that $\text{good}^{(i)}$ occurs, for sufficiently large N (we used the condition that $N_{i-1} = \omega(c_N N_i)$ holds for the last inequality).

Hence it follows that

$$\begin{aligned} \mathbf{E} \left[Q^{(i)} \mid \text{good}^{(i)} \right] &= \mathbf{E} \left[\sum_j Q_j^{(i)} \mid \text{good}^{(i)} \right] = \sum_j \mathbf{E} \left[Q_j^{(i)} \mid \text{good}^{(i)} \right] \\ &\leq \sum_{1 \leq j \leq \lceil 4c_N N_i \rceil} 21\sqrt{N/N_{i-1}} \leq \begin{cases} 169c_N^{3/2} N^{\frac{2^{l-1}-1}{2^{l-1}}} & (i = 1) \\ 85c_N N^{\frac{2^{l-1}-1}{2^{l-1}}} & (i \geq 2) \end{cases} \end{aligned}$$

for sufficiently large N . Hence we have that $\mathbf{E}[Q \mid \text{good}] = \sum_i \mathbf{E} \left[Q^{(i)} \mid \text{good}^{(i)} \right]$ is upper bounded by

$$169c_N^{3/2} N^{\frac{2^{l-1}-1}{2^{l-1}}} + \sum_{i=2}^l 85c_N N^{\frac{2^{l-1}-1}{2^{l-1}}} \leq 169lc_N^{3/2} \cdot N^{\frac{2^{l-1}-1}{2^{l-1}}} = \frac{1}{k} \text{Qlimit}_k,$$

which completes the proof. \square

From the above claims it follows that $\mathbf{E}[Q]$ is upper bounded by

$$\mathbf{E}[Q \mid \text{good}] + \mathbf{E}[Q \mid \neg\text{good}] \Pr[\neg\text{good}] \leq \left(\frac{1}{k} + \Pr[\neg\text{good}] \right) \cdot \text{Qlimit}_k, \quad (20)$$

and $\Pr[\neg\text{good}]$ is upper bounded by $\sum_i \Pr[\neg\text{good}^{(i)}]$, which is further upper bounded by

$$\sum_i \left(\frac{2}{N} + \exp \left(-\frac{1}{15} \cdot \frac{N_{i-1}}{c_N} \right) \right) \leq \frac{2l}{N} + l \cdot \exp \left(-\frac{1}{15} \cdot \frac{N^{\frac{1}{2^{l-1}}}}{c_N} \right). \quad (21)$$

From Markov's inequality, the probability that Q reaches Qlimit_k is at most

$$\Pr [Q \geq \text{Qlimit}_k] \leq \frac{\mathbf{E}[Q]}{\text{Qlimit}_k} \leq \frac{1}{k} + \Pr[\neg\text{good}]. \quad (22)$$

The event “ Q does not reach Qlimit_k ” implies that Mclaw_k finds an l -claw. Thus, from eq. (21) and eq. (22), the probability that Mclaw_k finds an l -claw is lower bounded by

$$1 - \frac{1}{k} - \frac{2l}{N} - l \cdot \exp \left(-\frac{1}{15} \cdot \frac{N^{\frac{1}{2^{l-1}}}}{c_N} \right), \quad (23)$$

which completes the proof. \square

5 Conclusion

This paper has developed a new quantum algorithm to find multicollisions of random functions. Our new algorithm finds an l -collision of a random function $F: [N] \rightarrow [N]$ with $O \left(N^{(2^{l-1}-1)/(2^l-1)} \right)$ quantum queries on average,

which improves the previous upper bound $O(N^{(3^{l-1})/(2 \cdot 3^{l-1})})$ by Hosoyamada *et al.* [HSX17]. In fact, our algorithm can find an l -claw of random functions $f_i: [N] \rightarrow [N]$ for $1 \leq i \leq l$ with the same average complexity $O\left(N^{(2^{l-1}-1)/(2^l-1)}\right)$. In describing the algorithm, we assumed for ease of analysis and understanding that intermediate measurements were allowed. However, it is easy to move all measurements to the final step of the algorithm by the standard techniques. In this paper, we focused only on query complexity, and did not provide the analyses of other complexity measures. However, it is not difficult to show that the space complexity and the depth of quantum circuits are both bounded by $\tilde{O}\left(N^{(2^{l-1}-1)/(2^l-1)}\right)$. For applications to cryptanalyses, it is of interest to further study time-and-memory-efficient variants.

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