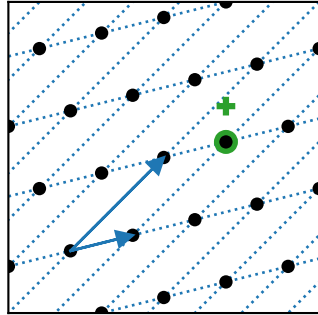
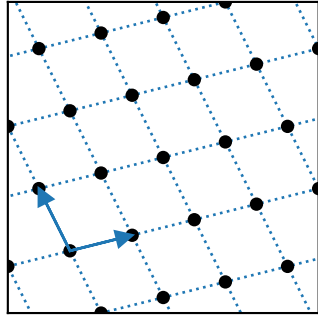


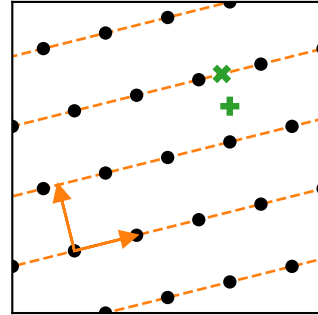
Babai's Algorithm



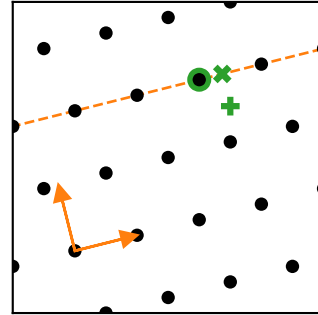
(a) Closest Vector Problem



(b) Basis Reduction

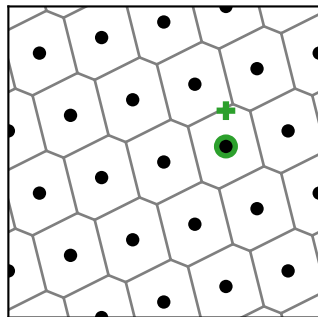


(c) Projection Step 1

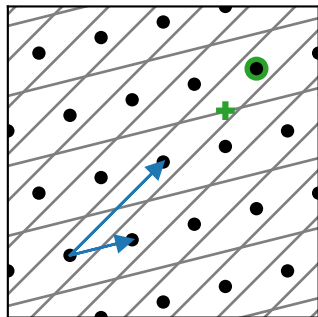


(d) Projection Step 2

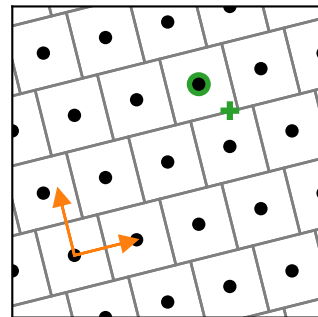
Rounding Boundaries



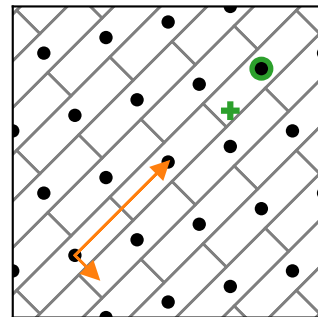
(e) Optimal / Voronoi



(f) Round-to-Nearest



(g) Babai



(h) Babai (Another Order)

- Lattice Point
- + Target Point
- Returned Lattice Point
- × Babai's Projected Point
- Basis Vector
- ... Basis Direction
- Gram-Schmidt Vector
- - - Babai's Hyperplane
- Rounding Boundary