

Discrete logarithm problem II

Brute-force search and BSGS

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2MMC10 – Cryptology

Notation and target

Setting: cyclic group $G = \langle P \rangle$ with n elements;
group operation written additively on these slides.

Given $R \in G$ as well as P and how to compute in G .

Target: Compute $a = \log_P R$, i.e. a such that $R = aP$.
 a is called the discrete logarithm of R to base P .

We typically take $0 \leq a < n$.

For elliptic curves, point counting over $\mathbf{F}_p$ runs in time polynomial in $\log p$.

Number of points in $[p + 1 - 2\sqrt{p}, p + 1 + 2\sqrt{p}]$.

The group is isomorphic to $\mathbf{Z}/m \times \mathbf{Z}/n$, where $m \mid n$ and $m \mid (p - 1)$.

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Can we find an integer $a \in \{1, 2, 3, \dots, 500001\}$ such that $aP = (670366, 740819)$?

This point was generated as a multiple of P .

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$1P = (101384, 614510)$, $2P = (102361, 628914)$, $3P = (77571, 87643)$,

$4P = (650289, 31313)$, $\dots$, $500001P = (101384, 385493) = -P$.

$500002P = \infty$.

At some point we'll find a with $aP = (670366, 740819)$.

Maximum cost of computation: ≤ 500001 additions of P ;

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choose random r , compute rP , compute $(a + r)P = aP + rP$,
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Choosing large, random r moves target around.

Many targets

Computation can be applied to many targets at once.

Given 100 DL targets $a_1P, a_2P, \dots, a_{100}P$:

Can find *all* of $a_1, a_2, \dots, a_{100}$ with $\leq n - 1$ ADDs.

Simplest approach:

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Solving all 100 DL problems costs about as much as solving one.

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Solving *at least one* out of 100 DL problems is much faster than solving one specific DL problem.

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Cannot save more than $\sqrt{n}$, else computing targets dominates cost.

Baby-step giant-step algorithm

Systematize and optimize this approach.

Let $0 < m < n$ then there exist $0 \leq a_0 < m$ and $0 \leq a_1 \leq n/m + 1$ with

$$a = a_0 + ma_1.$$

Compute all possibilities for a_0P . This costs m steps and m space.

We first do the small steps to get mP with just one addition.

$a = a_0 + ma_1$ means $aP = (a_0 + ma_1)P$, thus

$$a_0P = aP - a_1mP$$

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Finding this match takes at most $n/m + 1$ steps.

These targets are evenly spaced, so we are guaranteed a match.

We balance both for $m \sim \sqrt{n}$ to get to a total cost of $2\sqrt{n}$ + some small constant expenses, hence the cost of $O(\sqrt{n})$.

Note that this also costs $\sqrt{n}$ in storage.