

MPRI – Cours 2.12.2



Lecture II: Generic groups

2010/09/21

The slides are available on <http://www.lix.polytechnique.fr/Labo/Francois.Morain/MPRI/2010>

I. The discrete logarithm in a group

Def. (DLP) Given $G = \langle g \rangle$ of order n and $a \in G$, find $x \in [0..n[$ s.t. $a = g^x$.

Goal: find a **resistant** group.

Rem. DL is easy in $(\mathbb{Z}/N\mathbb{Z}, +)$, since $a = xg \bmod N$ is solvable in polynomial time (Euclid).

Relatively easy groups: (subexponential methods) finite fields, curves of very large genus, class groups of number fields.

Probably difficult groups: (exponential methods only?) elliptic curves.

Variants of the DL problem

Adaptive and non-adaptive: a is given beforehand, or only after some precomputation have been done (see Adleman's algorithm later).

Decisional DH problem: given (g, g^a, g^b, g^c) , do we have $c = ab \bmod n$?

Computational DH problem: given (g, g^a, g^b) , compute g^{ab} .

DL problem: given (g, g^a) , find a .

Prop. DL \Rightarrow CDH \Rightarrow DCDH.

Thm. converse true for a large class of groups (Maurer & Wolf).

More problems: ℓ -SDH (given $g, g^\alpha, \dots, g^{\alpha^\ell}$, compute $g^{\alpha^{\ell+1}}$).

Rem. Generalized problems on pairings.

Generic groups

Rem. **generic** means we cannot use specific properties of G , just group operations.

Known generic solutions:

- enumeration: $O(n)$;
- Shanks: deterministic time and space $O(\sqrt{n})$;
- Pollard: probabilistic time $O(\sqrt{n})$, space $O(1)$ elements of G .

Rem. All these algorithms can be more or less distributed.

Thm. (Flajolet, Odlyzko, 1990) When $m \rightarrow \infty$

$$\bar{\lambda} \sim \bar{\mu} \sim \sqrt{\frac{\pi m}{8}} \approx 0.627\sqrt{m}.$$

Prop. There exists a unique $e > 0$ (**epact**) s.t. $\mu \leq e < \lambda + \mu$ and $X_{2e} = X_e$. It is the smallest non-zero multiple of λ that is $\geq \mu$: if $\mu = 0$, $e = \lambda$ and if $\mu > 0$, $e = \lceil \frac{\mu}{\lambda} \rceil \lambda$.

Thm. $\bar{e} \sim \sqrt{\frac{\pi^5 m}{288}} \approx 1.03\sqrt{m}$.

Floyd's algorithm:

```
X <- X0; Y <- X0; e <- 0;
repeat
  X <- f(X); Y <- f(f(Y)); e <- e+1;
until X = Y;
```

Compute the DL of $h = g^x$:

- Choose $y_0 = g^{\alpha_0} h^{\beta_0}$ for $\alpha_0, \beta_0 \in_R [0..n[$;
- Use a function F s.t. given $y = g^\alpha h^\beta$, one can compute efficiently $F(y) = g^{\alpha'} h^{\beta'}$;
- Compute the sequence $y_{k+1} = F(y_k)$ and the exponents $y_k = g^{\alpha_k} h^{\beta_k}$ until $y_i = y_j$.

When $y_i = y_j$, one gets

$$\alpha_i + \beta_i x \equiv \alpha_j + \beta_j x \pmod{n}$$

or

$$x \equiv (\alpha_j - \alpha_i)(\beta_i - \beta_j)^{-1} \pmod{n}$$

(with very high probability $\gcd(\beta_i - \beta_j, n) = 1$).

Two versions

Storing a few points:

- Compute r random points $M_k = g^{\gamma_k} h^{\delta_k}$ for $1 \leq k \leq r$;
- use $\mathcal{H} : G \rightarrow \{1, \dots, r\}$;
- define $F(Y) = Y \cdot M_{\mathcal{H}(Y)}$.

Experimentally, $r = 20$ is enough to have a large mixing of points. Under a plausible model, this leads to a $O(\sqrt{n})$ method (see Teske).

Storing a lot of points:

(van Oorschot and Wiener)

Say a distinguished has some special form; we can store all of them to speed up the process.

D) Nechaev/Shoup theorem (à la Stinson)

Encoding function: injective map $\sigma : \mathbb{Z}/n\mathbb{Z} \rightarrow S$ where S is a set of binary strings s.t. $\#S \geq n$.

Ex. $G = (\mathbb{Z}/q\mathbb{Z})^* = \langle g \rangle$, $n = q - 1$, $\sigma : x \mapsto g^x \pmod{q}$, S can be $\{0, 1\}^\ell$ where $q < 2^\ell$.

Wanted: a **generic algorithm** should work for any σ , in other words it receives σ as an input.

Oracle \mathcal{O} : given $\sigma(i)$ and $\sigma(j)$, computes $\sigma(ci \pm dj \pmod{n})$ for any given known integers c and d . **This is the only operation permitted.**

Game: given $\sigma_1 = \sigma(1)$ and $\sigma_2 = \sigma(x)$ for random x , GENLOG succeeds if it outputs x .

Ex. Pollard's algorithm belongs to this class.

Stinson (2/5)

GENLOG produces $(\sigma_1, \sigma_2, \dots, \sigma_m)$ using \mathcal{O} where

$$\sigma_i = \sigma(c_i + xd_i \bmod n),$$

with $(c_1, d_1) = (1, 0)$ and $(c_2, d_2) = (0, 1)$, $(c_i, d_i) \in \mathbb{Z}/n\mathbb{Z} \times \mathbb{Z}/n\mathbb{Z}$.

Two cases: non-adaptive (choose c_i, d_i before receiving $\sigma(x)$) or adaptive.

Thm. Let $\beta = \text{Proba}(\text{GenLog succeeds})$. For $\beta > \delta > 0$, one must have $m = \Omega(n^{1/2})$.

Stinson (3/5)

The non-adaptive case:

Step 1: (precomputations) GenLog chooses

$$\mathcal{C} = \{(c_i, d_i), 1 \leq i \leq m\} \subset \mathbb{Z}/n\mathbb{Z} \times \mathbb{Z}/n\mathbb{Z}$$

Step 2: upon receiving $\sigma(x)$, computes all $\sigma_i = \sigma(c_i + xd_i)$.

Step 3: check whether $\sigma_i = \sigma_j$ for some (i, j) ; since σ is injective, $\sigma_i = \sigma_j$ iff $c_i + xd_i \equiv c_j + xd_j$, return x .

Step 4: return a random value y .

Stinson (4/5)

Analysis:

$$\text{Good}(\mathcal{C}) = \{(c_i - c_j)/(d_i - d_j)\}, \#\text{Good}(\mathcal{C}) = \mathcal{G} \leq m(m-1)/2.$$

If $x \in \text{Good}(\mathcal{C})$, GenLog returns x , otherwise some y .

α is the event “ $x \in \text{Good}(\mathcal{C})$ ”:

$$\begin{aligned} \text{Proba}(\beta) &= \text{Proba}(\beta|\alpha)\text{Proba}(\alpha) + \text{Proba}(\beta|\bar{\alpha})\text{Proba}(\bar{\alpha}) \\ &= 1 \times \frac{\mathcal{G}}{n} + \frac{1}{n-\mathcal{G}} \times \frac{n-\mathcal{G}}{n} \\ &= \frac{\mathcal{G}+1}{n} \leq \frac{m(m-1)/2+1}{n}. \end{aligned}$$

\Rightarrow if $\text{proba} > \delta > 0$, then m must be $\Omega(n^{1/2})$. \square

Stinson (5/5)

The adaptive case: For $1 \leq i \leq m$, $\mathcal{C}_i = \{\sigma_j, 1 \leq j \leq i\}$. Then a can be computed at time i if $a \in \text{Good}(\mathcal{C}_i)$. If $a \notin \text{Good}(\mathcal{C}_i)$, then $a \in \mathbb{Z}/n\mathbb{Z} - \text{Good}(\mathcal{C}_i)$ with proba $1/(n - \#\text{Good}(\mathcal{C}_i))$.

And now, what? this result tells you (**only**) that if you want an algorithm that is faster than Pollard’s ρ or Shanks, then you have to work harder...