Announcements

- Next Problem Set groups are up Start meeting this week to discuss problems
- Motivation for today:
 - Can use brute force to solve the DLP $g^x \equiv h \mod p$ to break DHKE
 - If $N = \operatorname{ord}(g)$, brute force is $\mathcal{O}(N)$
 - This is not computationally feasible for large values of N
 - We'll look at a collision algorithm, Shank's Babystep-Giantstep
 Algorithm works for any group, not just F_p*
 e.g. We'll see it can apply to elliptic curves later in the semester

Shank's Babystep-Giantstep Algorithm

Let *G* be a group and $g \in G$ of order $N \ge 2$.

The following algorithm solves the DLP $g^x = h$ in $\mathcal{O}(\sqrt{N} \cdot \log(N))$ using $\mathcal{O}(\sqrt{N})$ storage.

1. Let
$$n = 1 + \lfloor \sqrt{N} \rfloor$$
. Note $n > \sqrt{N}$

2. Create two lists:

List 1:
$$e, g, g^2, g^3, \dots, g^n$$
 (the List 2: $h, h \cdot g^{-n}, h \cdot g^{-2n}, h \cdot g^{-3n}, \dots, h \cdot g^{-n^2}$ (the List 2: $h, h \cdot g^{-n}, h \cdot g^{-2n}, h \cdot g^{-3n}, \dots, h \cdot g^{-n^2}$

(the baby steps) (the aiant stens)

(the giant steps)

- 3. Find a match between the two lists, say $g^i = hg^{-jn}$
- 4. Then x = i + jn is a solution to $g^x = h$

$$p = 29$$
, $g = 2$, $h = 21$, $N = ord(g) = 28$ (via Mathematica)

$$n =$$

$$p = 29$$
, $g = 2$, $h = 21$, $N = ord(g) = 28$ (via Mathematica)

n =

	i/j	0	1	2	3	4	5	6	
Babysteps	2 ⁱ								_
Giantsteps	$21 \cdot 2^{-6j}$								

What are the possible downsides?

The Chinese Remainder Theorem

Let m_1, m_2, \ldots, m_k be pairwise co-prime, and let a_1, a_2, \ldots, a_k be any integers. Then the following system has a solution:

$$x = a_1 \mod m_1$$

 $x = a_2 \mod m_2$
 \vdots
 $x = a_k \mod m_k$

Further, any two solutions are congruent mod $m_1m_2\cdots m_k$

Example: Find all solutions to the system

$$x = 3 \mod 4$$

$$x = 2 \mod 5$$

$$x = 7 \mod 9$$