

# Crypto Engineering (GBX9SY03)

## Memoryless generic discrete logarithm computation in an interval using kangaroos

2019-12-20

### Grading

This assignment is graded as part of the *contrôle continu*. You must send a written report (in a portable format) detailing your answers to the questions, and the corresponding source code, *including all tests*, **with compilation and execution instructions** by 2020-01-17T18:00+0100) to:

[pierre.karpman@univ-grenoble-alpes.fr](mailto:pierre.karpman@univ-grenoble-alpes.fr).

Working in teams of two is allowed and encouraged (but not mandatory), in which case only one report needs to be sent, with the name of both students clearly mentioned.

### Introduction

The goal of this exercise is to write a simple implementation of Pollard’s Kangaroo algorithm to compute the discrete logarithm of a group element whose exponent is known to lie in a “small” interval, without using (much) memory.

Let  $\mathbb{G} = \langle g \rangle$  be a finite group of order  $N$ , and  $h = g^a$ ,  $a \in \llbracket 0, W \rrbracket$ ,  $W \ll N$ , be an element for which we want to compute the discrete logarithm  $a$ . The algorithm is based on the sequence of jumps of two kangaroos: a *tame* kangaroo, that always knows the discrete logarithm of the element it lands on; and a *wild* kangaroo, that can only remember the jumps from its starting point.

Both kangaroos jump deterministically and identically from one group element to another; in other words, both use the same jump map  $\mathcal{J} : \mathbb{G} \rightarrow \mathbb{G}$ . They also regularly lay traps to try to catch each other, and it is clear that if one jumps on an element already visited by the other, the former will eventually get caught by a trap of the latter (in other words, barring a full cycle in the entire group, a kangaroo cannot get caught as long as it is leading (i.e. has the largest logarithm)). When this happens, one has in fact recovered enough information to compute the discrete logarithm of  $h$ .

In more details and using typical parameters, one does the following.

- Split  $\mathbb{G}$  into  $k \approx \log(W)/2$  subsets  $\mathcal{S}_j$  of equal size; pick  $k$  exponents  $e_j$  s.t. their average  $1/k \sum_{j=1}^k e_j \approx \sqrt{W}/2$ ; define  $\mathcal{J}$  from the  $k$  partial maps  $\mathcal{J}_j : \mathcal{S}_j \rightarrow \mathbb{G}$ ,  $x \mapsto xg^{e_j}$ .

- The tame kangaroo's sequence  $(x_n)$  is defined as  $x_0 = g^{\lceil W/2 \rceil}$  (i.e. the middle of the interval);  $x_{i+1} = \mathcal{J}(x_i)$ . Notice that at any time the discrete logarithm  $b_i$  of  $x_i = g^{b_i}$  is known.
- The wild kangaroo's sequence  $(y_n)$  is defined as  $y_0 = h$ ;  $y_{i+1} = \mathcal{J}(y_i)$ . Notice that at any time, one can write  $y_i$  as  $hg^{c_i}$  where  $c_i$  is known.
- Define  $\mathcal{D} : \mathbb{G} \rightarrow \{0, 1\}$  so that  $\Pr[\mathcal{D}(x) = 1 : x \xleftarrow{\$} \mathbb{G}] \approx \log(W)/\sqrt{W}$ , which returns 1 if its argument is a *distinguished* element.
- Anytime a tame (resp. wild) kangaroo lands on a distinguished element  $x_i$  (resp.  $y_i$ ), it lays a trap by recording  $(x_i, b_i)$  (resp.  $(y_i, c_i)$ ) in an efficient data structure for sets. However, if a trap  $(y_j, c_j)$  (resp.  $(x_j, b_j)$ ) was already present, it instead gets trapped and returns the discrete logarithm  $|b_i - c_j|$  (resp.  $|b_j - c_i|$ ).

For the above choices for  $k$  and  $\mathcal{D}$ , the heuristic time complexity of this algorithm is  $O(\sqrt{W})$  group operations, while the memory complexity is negligible; we refer the reader to [Gal12, §14.5] for an analysis.

The objective is now to implement this algorithm to search for logarithms in  $\llbracket 0, 2^{64} - 1 \rrbracket$  in the subgroup  $\mathbb{G} < \mathbb{F}_{2^{115}-85}^\times$  of prime order  $989008925435205262577237396041921 \approx 2^{109.6}$ .

## Preparatory work

The file <https://www-ljk.imag.fr/membres/Pierre.Karpman/mul11585.h> implements the group law of  $\mathbb{F}_{2^{115}-85}^\times$ , where elements are represented as integers thanks to the union type:

```
typedef union
{
    unsigned __int128 s;
    uint64_t t[2];
} num128;
```

A variable `num128 x` can be accessed either as an unsigned 128-bit integer (which isn't exactly a standard type) as `x.s` or as the two quadwords `x.t[0]`, `x.t[1]` it is made of (typically in little endian).

### Question 1

What would be the cost of a generic discrete logarithm computation in the full group  $\mathbb{G}$ ? Would that be tractable?

### Question 2

Write a function `num128 gexp(uint64_t x)` that implements the exponentiation map  $\llbracket 0, 2^{64} - 1 \rrbracket \rightarrow \mathbb{G}$ ,  $x \mapsto g^x$  where  $g$ , represented by the integer 4398046511104, is a generator of  $\mathbb{G}$ .

You may test your function on the few following values:

- $g^{2^{57}} = \text{0x42F953471EDC00840EE23EECF13E4}$

$$\begin{aligned} \text{--- } g^{112123123412345} &= \text{0x21F33CAEB45F4D8BC716B91D838CC} \\ \text{--- } g^{18014398509482143} &= \text{0x7A2A1DEC09D0325357DAACBF4868F} \end{aligned}$$

### Question 3 (bonus)

Explain how the function `mul11585` works.

## Implementing kangaroos

### Question 4

Write a function `num128 dlog64(num128 target)` that solves the stated discrete logarithm problem using the kangaroo method. Use it to compute the discrete logarithm of the element represented by `0x71AC72AF7B138B6263BF2908A7B09`.

### Question 5

Analyse experimentally the behaviour of your implementation. How does it compare with the heuristic?

### Question 6 (bonus)

Tweak some of the parameters of the algorithm (e.g.  $k$ , the position of the starting point, etc.) and analyse the impact this has on the experimental running time.

## References

- [Gal12] Steven D. Galbraith, *Mathematics of Public Key Cryptography*, Cambridge University Press, 2012, Available at <https://www.math.auckland.ac.nz/~sgal018/crypto-book/crypto-book.html>.