

Some guidelines/requirements for solving EC DLP:

given $P_A = (x_A, y_A) = aP$
 on a Weierstrass curve. We observe that
 $P_A = (x_A, -y_A) = (-a)P$
 meaning $-a \equiv N$, where $\text{ord}(P) = N$
 $a \in [0, N-1]$

Use this is the Baby-Step algorithm to match GS on x-coordinates only

$$j \cdot m \cdot P + P_A = \pm i \cdot P \rightarrow \text{find matches}$$

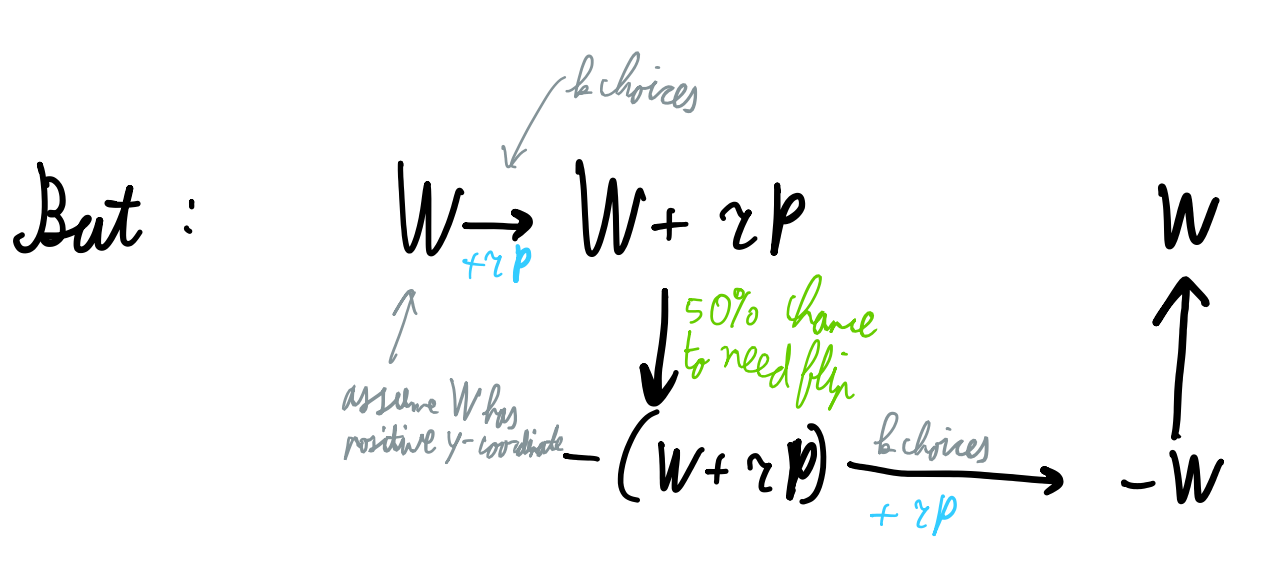
$$P_A = a \cdot P = (\pm i + j \cdot m) \cdot P$$

and $N \nmid a$

What about the Pollard rho-method?

Identify S and $-S$ by looking only at $x(S)$
 We can hope for $\sqrt{\frac{m}{2}}$ by birthday paradox, so $\sqrt{2}$ speed-up.

Need to define f such that $f(S) = f(-S)$
 Not this by having f take $|S|$ which we define as S or $-S$ so that the y-coordinate is positive. Minor slow-down compared to $\sqrt{2}$ speed-up.

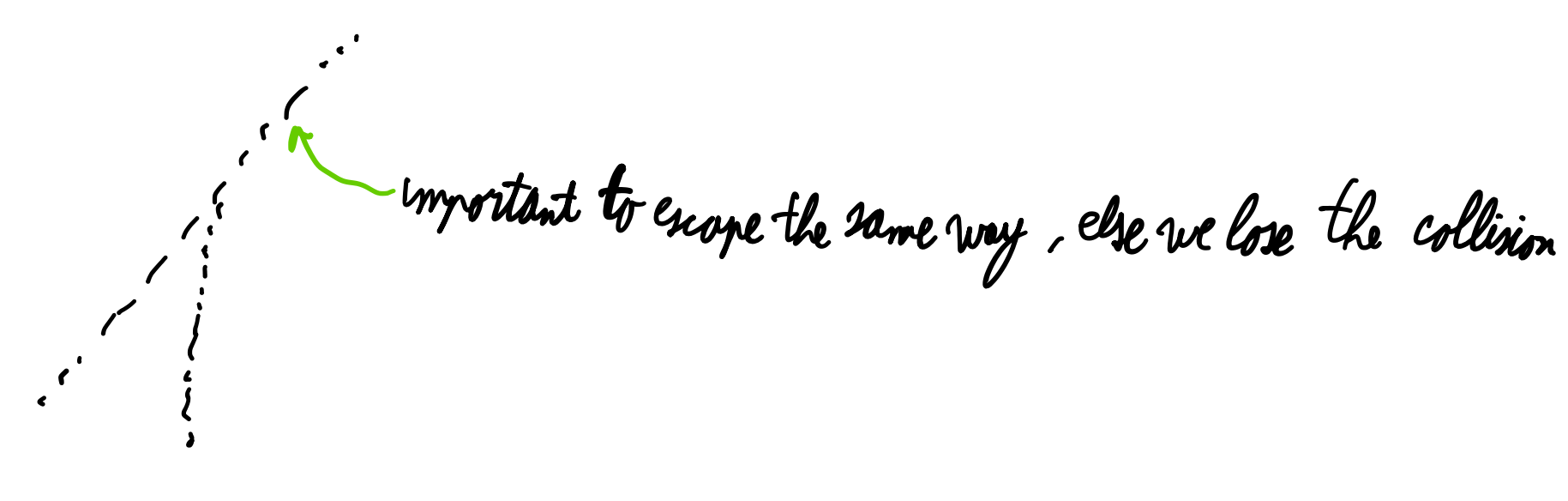


Fruitless cycle of 4 steps; this will not give an answer
 This happens with probability $\frac{1}{2}$ (for sign of $W+2P$, pick m)

Solution: pick a large r (e.g. 1024)
 and check for cycles after 1024 steps (just check whether $W_{i+2} = W_i$)
 and if a cycle is found, escape it in a way that helps the computation

$W_i = b_i \cdot P + c_i \cdot P_A$
 2 $W_i = (b_i \cdot P + c_i \cdot P_A)$ preserves knowledge of b_i and c_i , but we need to take the step to escape the cycle almost time. Of W_i and W_{i+1} , pick the one with the smaller x-coordinate.

This needs some bookkeeping, but it works.



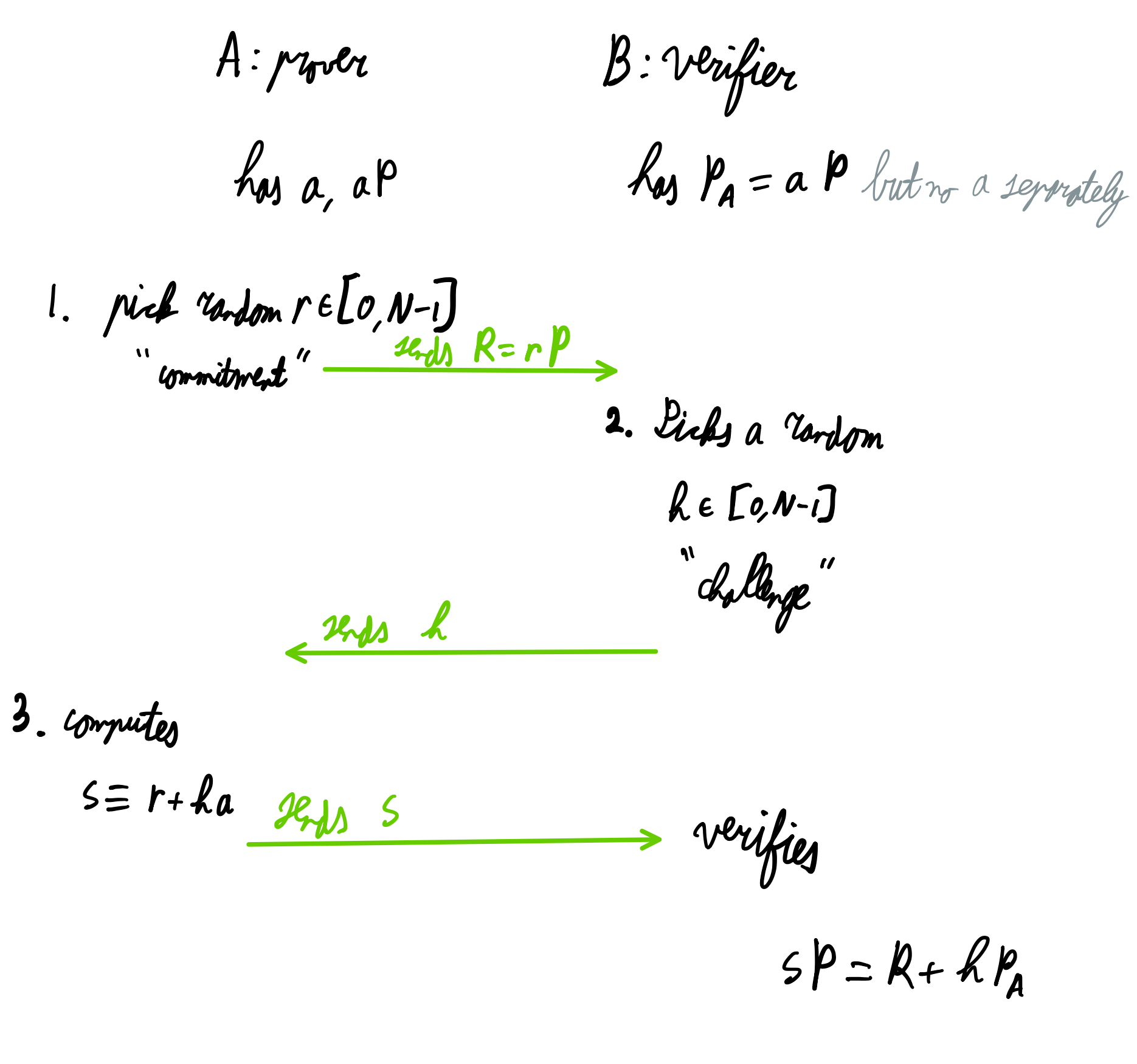
Lesson from Billy-Hellman:

DLP in group of order N depends mostly on hardness of DLP in biggest prime-order subgroup.
 $N = \prod_{i=1}^k p_i^{e_i}$ with $p_i < p_{i+1}, e_i \geq 1$
 DLP takes $O(\sqrt{p_k})$ time

Signatures: Public key can be used to verify signature.
 Signature proves that the signer had the private key.
 Signature links the signer to the message (non-repudiation) & proves authenticity & integrity (links to private key)

Alice is known by her public key, which is $P_A = aP$.

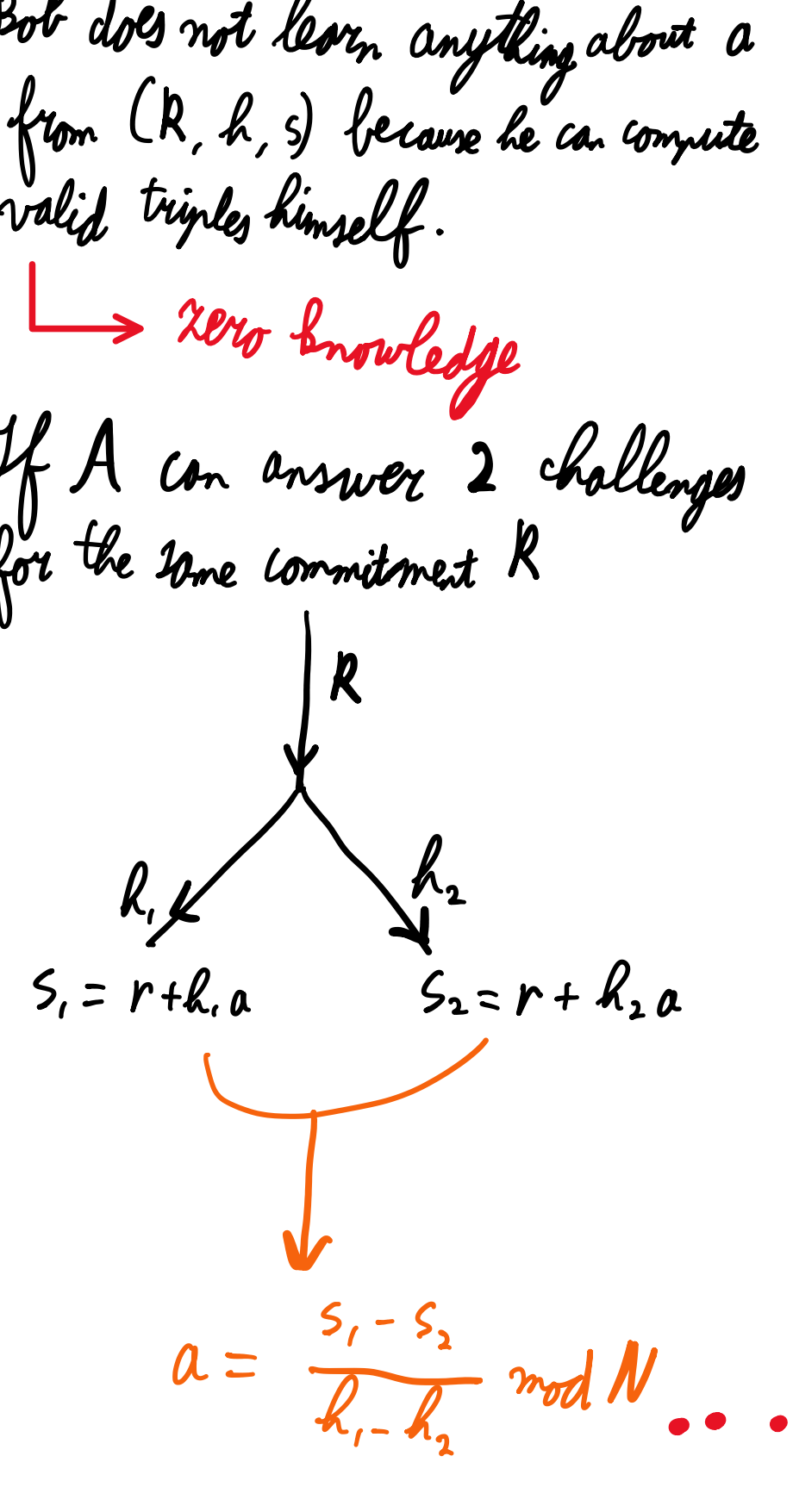
Identification protocol should show that A knows a without leaking anything on it. We want to do a zero-knowledge (meaning that the other party learns nothing) proof of knowledge of a .



This works: if A computed s correctly (meaning she knows a and r) the verification holds.

If A knew h before picking r : $\text{Bad example, take } h = 23$
 $sP = R + 23P_A$
 pick $R = -23P_A, r = 0P$
 $R = -23P_A + P$ is valid for $s = 1$
 If Alice knows h before committing to R , she can pick a random s compute $R = -hP_A + sP$ as her commitment and answer the challenge with s .

Consequences:
 1. "bad Alice" has to chance of winning by guessing h .
 2. Bob does not learn anything about a from (R, h, s) because he can compute valid triplets himself.
 3. If A can answer 2 challenges for the same commitment R .



Same R , 2 different h : can compute a → this proves A has a (but also shows her secret)

But this means that a normal transcript (no rewinding) proves that she has a .
 This is the Schnorr decommitment protocol.

Reverse interaction to get signature scheme.

replace the challenge by the hash of the message, but we need to agree committing to R before seeing h , so

$$r = \text{hash}(R, m)$$

this enforces ordering

Schnorr signature:
 1. pick r , compute $R = rP$
 2. compute $h = \text{hash}(R, m)$
 3. compute $s = r + h \cdot a \text{ mod } N$
 4. output (R, s) as signature

Now, security relies on DLP and on preimage & collision resistance of hash
 To further protect, use R first so that knowing that $\text{hash}(m) = \text{hash}(m')$ doesn't make my signature on m valid for m' .

$\text{hash}(m) = \text{hash}(m')$ for SHA-2
 implies
 $\text{hash}(m, R) = \text{hash}(m', R)$, but
 $\text{hash}(R, m) \neq \text{hash}(R, m')$