

## Pollard-g method:

The goal is to compute  $x$  such that

$$g^x = y \quad \text{where}$$

$g, y$  are given, and  $y \in \langle g \rangle$ .

$$\langle g \rangle = \{ \underset{1}{g^0}, \underset{\uparrow}{g^1}, \underset{\uparrow}{g^2}, \underset{\uparrow}{g^3}, \dots, \underset{\uparrow}{g^k}, \dots, \underset{\uparrow}{g^l} \} \quad \text{finite, } \text{ord } g = l+1$$

if modulo arithmetic is involved, this is equivalent to  $g^2 \pmod{p}$

We assume that  $\text{ord } g = q$  prime number.

For convenience let's assume that  $g \in \mathbb{F}_p^*$ .

The algorithm will use elements

$$X = g^a y^b \pmod{p}$$

Let  $\langle g \rangle = S_0 \cup S_1 \cup S_2$  such that  $S_i \cap S_j = \emptyset$  for  $i \neq j$

Define:

$$f_i: (X_i, a_i, b_i) \mapsto (X_{i+1}, a_{i+1}, b_{i+1})$$

in the following way:

$$X_{i+1} = \begin{cases} g \cdot X_i \pmod{p} & \text{if } X_i \in S_0 \\ X_i^2 \pmod{p} & \text{if } X_i \in S_1 \\ X_i \cdot y \pmod{p} & \text{if } X_i \in S_2 \end{cases}$$

$$(a_{i+1}, b_{i+1}) = \begin{cases} (a_i + 1 \pmod{q}, b_i) & \text{if } X_i \in S_0 \\ (2a_i \pmod{q}, 2b_i \pmod{q}) & \text{if } X_i \in S_1 \\ (a_i, b_i + 1 \pmod{q}) & \text{if } X_i \in S_2 \end{cases}$$

$$S_0 := \{ X \in \langle g \rangle : X \equiv 1 \pmod{3} \}$$

$$S_1 := \{ X \in \langle g \rangle : X \equiv 2 \pmod{3} \}$$

$$S_2 := \{ X \in \langle g \rangle : X \equiv 0 \pmod{3} \}$$

note that  $1 \in S_0$

The algorithm is as follows:

$$T := 1, \quad \alpha := 0, \quad \beta := 0$$

$$(H, \gamma, \delta) := (T, \alpha, \beta)$$

$$i := 0;$$

do {

$$i++$$

$$(T, \alpha, \beta) := f(T, \alpha, \beta)$$

$$(H, \gamma, \delta) := f(f(H, \gamma, \delta))$$

} while  $(T \neq H \pmod{p})$

{ now  $T = H \pmod{p}$

$$g^\alpha y^\beta = g^\delta \cdot y^\delta \pmod{p}$$

$$g^\alpha (g^x)^\beta = g^\delta \cdot (g^x)^\delta \pmod{p}$$

$$g^{\alpha+x\beta} = g^{\delta+x\delta} \pmod{p}$$

$$\alpha+x\beta = \delta+x\delta \pmod{\text{ord } g}$$

$\underbrace{\text{ord } g}_{=q} \text{ (prime)}$

$$\left\{ \begin{array}{l} T = g^\alpha y^\beta \\ \cancel{H} \\ H = T \end{array} \right.$$

$$\alpha - \delta = (\delta - \beta)x \pmod{q}$$

if  $\delta \neq \beta \pmod{q}$  then we can calculate

$$\underline{x = (\alpha - \delta) \cdot (\delta - \beta)^{-1} \pmod{q}}$$

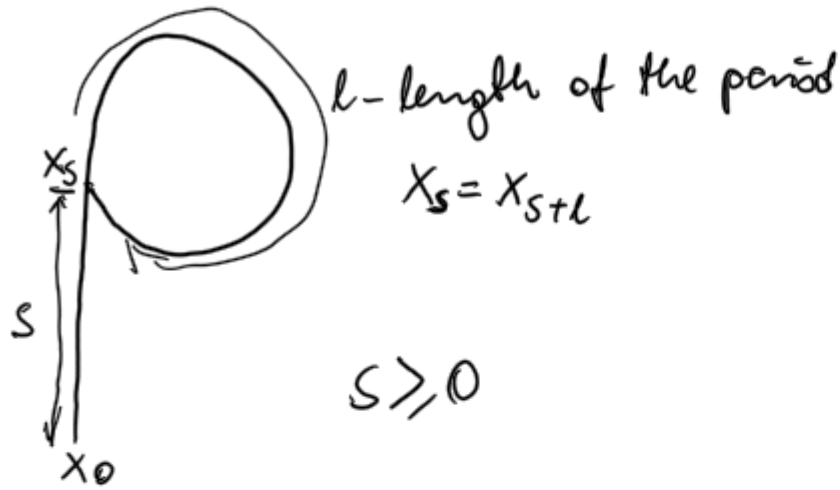
{ if  $\delta = \beta \pmod{q}$  then we start again with random  $\alpha, \beta$  and  $T = g^\alpha y^\beta$

So we have to keep track on

$(T, \alpha, \beta), (H, \gamma, \delta)$  to find  $x$ .

Why the algorithm stops? and how many steps it takes?





the tortoise  $T$  must pass  $x_s$  ~~to~~ enter the loop, but the hare is already on the loop.

When both  $T$  and  $H$  are on the loop, the distance between them decreases by one in each iteration

(tortoise - one application of  $f$ ,  
 hare - 2 applications of  $f$ )  
 difference  $\rightarrow$  one ~~of~~ application of  $f$ .

So for  $i \geq s$  we have  $T = H$   
 for  $i < s+l$

if the collision did not occur for  $i = s$  it means that the distance between  $H$  and  $T$  is smaller than  $l$ , so they will catch up the tortoise ~~if~~ in the number of smaller than  $l$ .

if the collision occurred for  $i = s$  then  $l = 0$ .

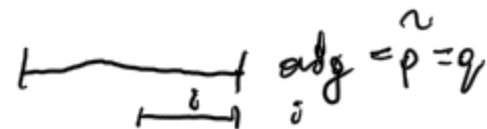
Finally:  $s \leq i < s+l$ .

How large is  $s+l$ ?

we count for  $s+l = O(\sqrt{m})$

from birthday paradox

{ please keep track on  $i$  during computations and print it



$\text{ord } \tilde{g} = \tilde{p}$   
 $\tilde{g} = g^2 \pmod{p}$

$p = 2\tilde{p} + 1$   
 $p, \tilde{p}$  - odd prime

---

$\mathbb{F}_p^* \cong C(2) \oplus C(\tilde{p})$

$g \rightarrow (g_2, g_{\tilde{p}})$

$\mathbb{F}_p^* = p-1 = 2\tilde{p}$

$\text{ord } g_2 = 2$   
 $\text{ord } g_{\tilde{p}} = \tilde{p}$

$\tilde{g} = g^2 \rightarrow (g_2^2, g_{\tilde{p}}^2) = (1, g_{\tilde{p}}^2) \neq \mathbf{1} = (1, 1)$

$\neq 1$

$\tilde{g} = (g^2) \pmod{p}$

$\underbrace{g^1 g^2 \dots g^1}_{\text{length of sequence}}$

$g$ -length of sequence

Let  $K$  be a field.

let  $1$  - neutral element of  $\cdot$

16FVQ

let  $0$  - neutral element of  $+$

$1$

$1+1$

$1+1+1$

...

$1+1+1+\dots+1$

...

if the sequence of results does not contain  $0$ , then we say that the characteristic of  $K$  is  $0$ .

Otherwise, the characteristic of  $K$  is positive - always a prime number:

$1+1+\dots+1=0$

$\text{char } K \leftarrow$  it is always a prime number.