Cryptography on Isogeny Graphs

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This was easy thanks to our global view.

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Photo: https://unsplash.com/@jonminnema

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 \implies Huge asymmetry in effort!





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you	
VS.	
attackers	

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Example: (public-key) encryption

- Encrypt using the "easy" random walking.
- ► Force bad guys to solve the "hard" path finding to decrypt.
- Somehow still enable the recipient to decrypt easily. (This is the tricky part.)

Alice and Bob want to agree on a secret. But everyone between them can listen in! Alice and Bob want to agree on a secret. But everyone between them can listen in!

Clearly **impossible**?

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[Diffie & Hellman, 1976]

Let's drop Alice and Bob in this strange-looking "maze".



They both pick a random number and walk that many steps.



We swap Alice and Bob. (This step requires wizardry.)



They both walk the same number of steps as before.



Alice and Bob arrive at the same location!



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We are doing this in a virtual reality.



Each location has a *<u>name</u>*.



Each step is a *computation*: $(363, \text{left}) \mapsto 107$.



To swap $A \leftrightarrow B$, we simply exchange place <u>names</u>.



Problem: In this maze, attackers are as fast as Alice and Bob.



→ Let's add *shortcuts*!



→ Let's add <u>shortcuts</u>!



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Place names must not reveal too much about where they are.



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Only method to guarantee this in most cases: Cryptanalysis.



The situation for large parts of present-day cryptography:



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<u>Good news</u>: We are working on *post-quantum cryptography*!

My thesis...

My thesis...

... is about this:



(but post-quantum!)

My thesis...



(but post-quantum!)

...and this:



(also post-quantum, and similar math.)

Next up: Questioning!



Bumbling through a conversation with an eminent professor, the grad student outdoes his own stupidity with every remark he makes.

Picture: https://legogradstudent.tumblr.com/post/187145246746