

# Chapters 8 and 9

## More Number Theory and RSA Algorithm

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# Implementation aspects

- › The RSA cryptosystem uses only one arithmetic operation (**modular exponentiation**) which makes it conceptually a simple asymmetric scheme
- › Even though conceptually simple, due to the use of very long numbers, RSA is orders of magnitude slower than symmetric schemes, e.g., DES, AES
- › When implementing RSA (esp. on a constrained device such as smartcards or cell phones) close attention has to be paid to the correct choice of arithmetic algorithms
- › The **square-and-multiply** algorithm allows fast exponentiation, even with very long numbers...

# Square-and-Multiply

- › Basic principle: Scan exponent bits from left to right and square/multiply operand accordingly

Algorithm: Square-and-Multiply for  $x^H \bmod n$

Input: Exponent  $H$ , base element  $x$ , Modulus  $n$

Output:  $y = x^H \bmod n$

1. Determine binary representation  $H = (h_t, h_{t-1}, \dots, h_0)_2$
2. FOR  $i = t - 1$  TO 0
3.      $y = y^2 \bmod n$
4.     IF  $h_i = 1$  THEN
5.          $y = y \times x \bmod n$
6. RETURN  $y$

- Rule: Square in every iteration (Step 3) and multiply current result by  $x$  if the exponent bit  $h_i = 1$  (Step 5)
- Modulo reduction after each step keeps the operand  $y$  small

# Example: Square-and-Multiply

› Computes  $x^{26}$  without modulo reduction

› Binary representation of exponent:

$$26 = (1,1,0,1,0)_2 = (h_4, h_3, h_2, h_1, h_0)_2$$

Step		Binary exponent	Op	Comment
1	$x = x^1$	$(1)_2$		Initial setting, $h_4$ processed
1a	$(x^1)^2 = x^2$	$(10)_2$	SQ	Processing $h_3$
1b	$x^2 \times x = x^3$	$(11)_2$	MUL	$h_3 = 1$
2a	$(x^3)^2 = x^6$	$(110)_2$	SQ	Processing $h_2$
2b	-	$(110)_2$	-	$h_0 = 0$
3a	$(x^6)^2 = x^{12}$	$(1100)_2$	SQ	Processing $h_1$
3b	$x^{12} \times x = x^{13}$	$(1101)_2$	MUL	$h_1 = 1$
4a	$(x^{13})^2 = x^{26}$	$(11010)_2$	SQ	Processing $h_0$
4b	-	$(11010)_2$	-	$h_0 = 0$

› Observe how the exponent evolves into  $x^{26} = x^{11010}$

# Complexity of Square-and-Multiply Alg.

- › The square-and-multiply algorithm has a logarithmic complexity, i.e., its run time is proportional to the bit length (rather than the absolute value) of the exponent
- › Given an exponent with  $t + 1$  bits  $H = (h_t, h_{t-1}, \dots, h_0)_2$  with  $h_t = 1$ , we need the following operations
  - # Squarings  $= t$
  - Average # multiplications  $= 0.5t$
  - Total complexity: #SQ+#MUL  $= 1.5t$
- › Exponents are often randomly chosen, so  $1.5 t$  is a good estimate for the average number of operations
- › Note that each squaring and each multiplication is an operation with very long numbers, e.g., 2048 bit integers

# Speed-Up Techniques

- › Modular exponentiation is computationally intensive
- › Even with the square-and-multiply algorithm, RSA can be quite slow on constrained devices such as **smart cards**
- › Some important tricks:
  - Short public exponent  $e$
  - Chinese Remainder Theorem (CRT)
  - Exponentiation with pre-computation (*not covered here*)

# Fast encryption with small public exponent

- › Choosing a **small** public exponent  $e$  does not weaken the security of RSA
- › A small public exponent improves the speed of the RSA encryption significantly

Public Key	$e$ as binary string	#MUL + #SQ
$2^1 + 1 = 3$	$(11)_2$	$1 + 1 = 2$
$2^4 + 1 = 17$	$(1\ 0001)_2$	$4 + 1 = 5$
$2^{16} + 1$	$(1\ 0000\ 0000\ 0000\ 0001)_2$	$16 + 1 = 17$

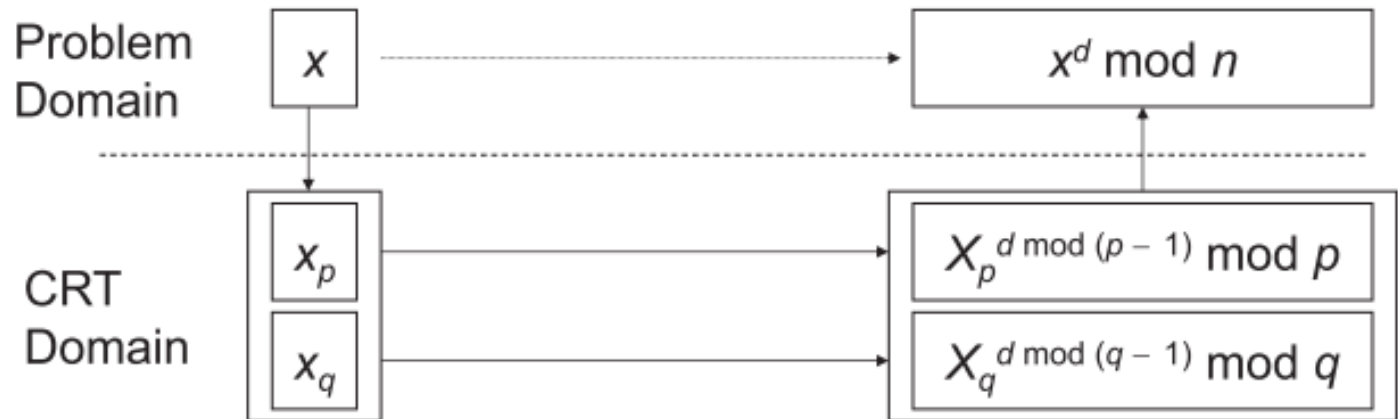
- This is a commonly used trick (e.g., SSL/TLS, etc.) and makes RSA the fastest asymmetric scheme with regard to encryption!

# Fast decryption with CRT

- › Choosing a small private key  $d$  results in security weaknesses!
  - In fact,  $d$  must have at least  $0.3t$  bits, where  $t$  is the bit length of the modulus  $n$
- › CRT can be used to accelerate exponentiation with the private key  $d$ 
  - Based on the CRT we can replace the computation of  $x^{d \bmod \phi(n)} \bmod n$  by two computations  $x_p^{d \bmod (p-1)} \bmod p$  and  $x_q^{d \bmod (q-1)} \bmod q$ 
    - › where  $q$  and  $p$  are “small” compared to  $n$



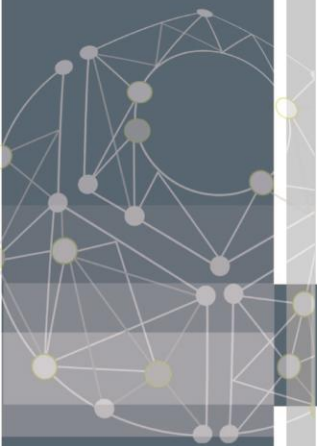
# Basic principle of CRT-based exponentiation



- › CRT involves three distinct steps
  1. Transformation of operand into the CRT domain
  2. Modular exponentiation in the CRT domain
  3. Inverse transformation into the problem domain
- › These steps are equivalent to one modular exponentiation in the problem domain

# CRT: Step 1 – Transformation

- › Transformation into the CRT domain requires the knowledge of  $p$  and  $q$
- ›  $p$  and  $q$  are only known to the owner of the private key, hence CRT cannot be applied to speed up encryption
- › The transformation computes  $(x_p, x_q)$  which is the representation of  $x$  in the CRT domain. They can be found easily by computing  $x_p \equiv x \bmod p$  and  $x_q \equiv x \bmod q$



# CRT: Step 2 – Exponentiation

- › Given  $d_p$  and  $d_q$  such that  $d_p \equiv d \pmod{p-1}$  and  $d_q \equiv d \pmod{q-1}$
- › One exponentiation in the problem domain requires two exponentiations in the CRT  $y_p \equiv x_p^{d_p} \pmod{p}$  and  $y_q \equiv x_q^{d_q} \pmod{q}$
- › In practice,  $p$  and  $q$  are chosen to have half the bit length of  $n$ ,
  - $|p| \approx |q| \approx |n|/2$



# CRT: Step 3 – Inverse Transformation

- › Inverse transformation requires modular inversion twice, which is computationally expensive  $c_p \equiv q^{-1} \bmod p$  and  $c_q \equiv p^{-1} \bmod q$
- › Inverse transformation assembles  $y_p, y_q$  to the final result  $y \bmod n$  in the problem domain  $y \equiv [q \times c_p] \times y_p + [p \times c_q] \times y_q \bmod n$ 
  - The primes  $p$  and  $q$  typically change infrequently, therefore the cost of inversion can be neglected because the two expressions  $[q \times c_p]$  and  $[p \times$

# CRT: Step 3 – Inverse Transformation

- › To decrease the amount of storage and calculation
- › To recover  $x$  from  $x_p$  and  $x_q$ , use the CRT
  - Compute  $t = p^{-1} \bmod q$  and store it with the private key
  - Compute  $u = (x_q - x_p)t \bmod q$ , then  $x = x_p + pu$

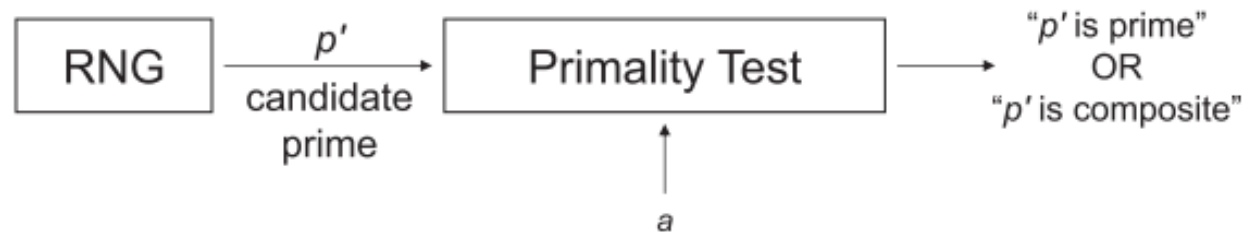


# Complexity of CRT

- › We ignore the transformation and inverse transformation steps since their costs can be neglected
- ›  $n$  has  $t + 1$  bits, both  $p$  and  $q$  are about  $t / 2$  bits long
- › The complexity is determined by the two exponentiations in the CRT domain.
  - The operands are only  $t/2$  bits long.
- › For the exponentiations we use the square-and-multiply algorithm:
  - # squarings (one exp.):  $\#SQ = 0.5 t$
  - # aver. multiplications (one exp.):  $\#MUL = 0.25 t$
  - Total complexity:  $2 \times (\#MUL + \#SQ) = 1.5 t$
- › Since the operands have half the bit length compared to regular exponent., each operation (i.e., multipl. and squaring) is **4 timers faster** !

# Finding Large Primes

- › Generating keys for RSA requires finding two large primes  $p$  and  $q$  such that  $n = p \times q$  is sufficiently large
- › The size of  $p$  and  $q$  is typically half the size of the desired size of  $n$
- › To find primes, random integers are generated and tested for primality:



- › The random number generator (RNG) should be non-predictable otherwise an attacker could guess the factorization of  $n$

# Prime Numbers

- › prime numbers only have divisors of 1 and self
  - they cannot be written as a product of other numbers
  - note: 1 is prime, but is generally not of interest
  - eg. 2,3,5,7 are prime, 4,6,8,9,10 are not
- › prime numbers are central to number theory
- › list of prime number less than 200 is:

2	3	5	7	11	13	17	19	23	29	31	37	41	43	47
53	59	61	67	71	73	79	83	89	97	101	103	107		
109	113	127	131	137	139	149	151	157	163					
167	173	179	181	191	193	197	199							



# Prime Factorisation

- › to **factor** a number  $n$  is to write it as a product of other numbers:  $n = a \times b \times c$
- › note that factoring a number is relatively hard compared to multiplying the factors together to generate the number
- › the **prime factorisation** of a number  $n$  is when its written as a product of primes
  - $91 = 7 \times 13$ ;  $3600 = 2^4 \times 3^2 \times 5^2$
  - $a = \prod_{p \in P} p^{a_p}$

# Relatively Prime Numbers & GCD

- › two numbers  $a, b$  are **relatively prime** if have **no common divisors** apart from 1
  - 8 and 15 are relatively prime since factors of 8 are 1,2,4,8 and of 15 are 1,3,5,15 and 1 is the only common factor
- › conversely can determine the greatest common divisor by comparing their prime factorizations and using least powers
  - $300 = 2^1 \times 3^1 \times 5^2$   $18 = 2^1 \times 3^2$  hence  
 $\text{GCD}(18,300) = 2^1 \times 3^1 = 6$

# Prime Number Theorem

- › **Prime Number (Distribution) Theorem:** The number of primes less than  $N$  is about  $N/\log N$ 
  - This means primes are quite common
  - The number of primes  $< 2^{512}$  is about  $2^{503}$
  - The first and last bits are set as 1, other 510 bits are random
- › If  $N$  is a number chosen at random, then the probability of being a prime is about  $1/\log N$  [base  $e$ , natural logarithm]
  - A random number of 512 bits is a prime with probability  $355^{-1}$
  - So on average we need to select 177 odd numbers of size  $2^{512}$  before finding a prime number
  - Hence, it is practical to generate large primes, as long as we can test primality efficiently

# Primality Tests

- › Factoring  $p$  and  $q$  to test for primality is typically not feasible
- › However, we are not interested in the factorization, we only want to know whether  $p$  and  $q$  are composite
- › Typical primality tests are probabilistic, i.e., they are not 100% accurate but their output is correct with very high probability
- › A probabilistic test has two outputs:
  - “ $p$  is composite” – always true
  - “ $p$  is a prime” – only true with a certain probability
- › Among the well-known primality tests are the following
  - Fermat Primality-Test
  - Miller-Rabin Primality-Test

# Fermat's Test

- › Basic idea: Fermat's Little Theorem holds for all primes, i.e., if a number  $p'$  is found for which  $a^{p'-1} \not\equiv 1 \pmod{p'}$ , it is not a prime

## Algorithm: Fermat Primality-Test

Input: Prime candidate  $p'$ , security parameter  $s$

Output: “ $p'$  is composite” or “ $p'$  is likely a prime”

```
1.  FOR  $i = 1$  TO  $s$ 
1.1    choose random  $a \in \{2, 3, \dots, p' - 2\}$ 
1.2    IF  $a^{p'-1} \not\equiv 1 \pmod{p'}$  THEN
1.3        RETURN “ $p'$  is composite”
2    RETURN “ $p'$  is likely a prime”
```

# Fermat's Test

› To test  $N$  for primality:

For  $i = 1$  to  $k$  do

Pick  $a$  randomly from  $Z_N^*$

Compute  $b \equiv a^{N-1} \pmod{N}$

If  $b \neq 1$  output (Composite,  $a$ )

Output “Probably Prime”

- › If the above outputs (Composite,  $a$ ), then
- $N$  is definitely composite
  - $a$  is a **witness** for this compositeness

# Fermat's Test

- › For certain numbers (“Carmichael numbers”) this test returns “ $p'$  is likely a prime” often – although these numbers are composite
- › Example:  $561 = 3 \times 11 \times 17$ 
  - $a^{561} \equiv a \pmod{561}$
  - If  $3 \nmid a$ ,  $a^{561} \equiv a(a^2)^{280} \equiv a \pmod{3}$
- › Therefore, the Miller-Rabin Test is preferred

# Miller-Rabin Test

## › Miller-Rabin Test

- Its original version, due to Gary L. Miller, is **deterministic**, but the determinism relies on the unproven generalized **Riemann hypothesis**; Michael O. Rabin modified it to obtain an unconditional probabilistic algorithm
- A modification of the Fermat Test
- Avoids the problem of composites without witness
- Has probability  $1/4$  of accepting a composite as prime for each random base  $a$ 
  - › Prob (a composite not finding a witness)  $\leq 1/4$
  - › Repeating the test  $k$  times  $\Rightarrow$  Prob (error)  $\leq 4^{-k}$



# Theorem for Miller- Rabin's test

- › The more powerful Miller-Rabin Test is based on the following theorem

## Theorem

Given the decomposition of an odd prime candidate  $p'$

$$p' - 1 = 2^u \times r$$

where  $r$  is odd. If we can find an integer  $a$  such that

$$a^r \not\equiv 1 \pmod{p'} \quad \text{and} \quad a^{r^{2^j}} \not\equiv p' - 1 \pmod{p'}$$

For all  $j = \{0, 1, \dots, u - 1\}$ , then  $p'$  is composite.

Otherwise it is probably a prime.

- › This theorem can be turned into an algorithm

# Miller-Rabin Test

› Concept:

- If  $x^2 \equiv 1 \pmod{p}$  for a prime  $p$ , then  $x = \pm 1 \pmod{p}$
- If  $x \not\equiv \pm 1 \pmod{N}$  but  $x^2 \equiv 1 \pmod{N}$ , then  $N$  is a composite

› To test  $N$  for primality:

Write  $N - 1 = 2^k m$  with  $m$  is odd

Choose  $a \in \{2, \dots, N - 2\}$

Compute  $b = a^m \pmod{N}$

If  $(b \neq 1 \text{ and } b \neq (N - 1))$

$i = 1$

While  $(i < k \text{ and } b \neq (N - 1))$

$b = b^2 \pmod{N}$

If  $(b = 1)$  Output (Composite,  $a$ )

$i = i + 1$

If  $(b \neq (N - 1))$  Output (Composite,  $a$ )

Output “Probable Prime”

# PRIMES is in P

- › AKS primality test **determines** whether a number is prime or composite within **polynomial time**
  - The first primality-proving algorithm to be simultaneously general, polynomial, deterministic, and unconditional
    - › Previous algorithms have achieved any three of these properties, but not all four
  - Major result in Algorithms (AKS, 2002)
    - › Manindra Agrawal, Neeraj Kayal, Nitin Saxena, "PRIMES is in P", *Annals of Mathematics* 160 (2004), no. 2, pp. 781–793.
  - Unclear as to its practical importance
  - Based on the fact that  $(x - a)^N \equiv x^N - a \pmod{N}$  for  $\gcd(a, N) = 1$  is true if and only if  $N$  is prime
    - › Generalization of Fermat's little theorem

# Attacks and Countermeasures

- › There are two distinct types of attacks on cryptosystems
  - **Analytical attacks** try to break the mathematical structure of the underlying problem of RSA
    - › Calculate  $p$  and  $q$  of  $n$
  - **Implementation attacks** try to attack a real-world implementation by exploiting inherent weaknesses in the way RSA is realized in software or hardware



# Attacks and Countermeasures

## Analytical attacks

### › Mathematical attacks

- The best known attack is factoring of  $n$  in order to obtain  $\phi(n)$
- Can be prevented using a sufficiently large modulus  $n$
- The current factoring record is 768 bits. Thus, it is recommended that  $n$  should have a bit length between 1024 and 3072 bits



# Factorization of RSA-768

› <http://eprint.iacr.org/2010/006>

› RSA-768: (232 digits)

– 12301866845301177551304949583849627207728535  
69595334792197322452151726400507263657518745  
2021997864693899564749427740638459251925573  
26303453731548268507917026122142913461670429  
21431160222124047927473779408066535141959745  
9856902143413

› Factorization: (Both factors have 384 bits and 116 digits)

– 33478071698956898786044169848212690817704794  
98371376856891243138898288379387800228761471  
1652531743087737814467999489  
– 3674604366679959042824463379962795263227915  
81643430876426760322838157396665112792333734  
17143396810270092798736308917

# RSA Challenge

› Active from 1990 and inactive since 2007

#decimals	Data or year	Algorithm	Effort (MIPS years)
39	Sep 13, 1970	CF	
50	1983	CF	
55-71	1983-1984	QS	
45-81	1986	QS	
78-90	1987-1988	QS	
87-92	1988	QS	
93-102	1989	QS	
107-116	1990	QS	275 for C116
RSA-100	Apr 1991	QS	7
RSA-110	Apr 1992	QS	75
RSA-120	Jun 1993	QS	835
RSA-129	Apr 1994	QS	5000
RSA-130	Apr 1996	NFS	1000
RSA-140	Feb 1999	NFS	2000
RSA-155	Aug 1999	NFS	8400

# Attacks and Countermeasures

## Analytical attacks

### › Protocol attacks

- Exploit the malleability of RSA, i.e., the property that a cipher-text can be transformed into another ciphertext which decrypts to a related plaintext – without knowing the private key
- $s^e y \bmod N$
- $(s^e y)^d \equiv s^{ed} \cdot y^d \bmod N \equiv s \cdot x$

### › Can be prevented by proper padding

- Last 20 bits are 1010 or 0000





# Attacks and Countermeasures

## Implementation attacks

- › Side-channel analysis
  - Exploit physical leakage of RSA implementation (e.g., power consumption, EM emanation, etc.)
- › Fault-injection attacks
  - Inducing faults in the device while CRT is executed can lead to a complete leakage of the private key

