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1 Cyclic Groups and Discrete Logarithm

1.1 Groups and Cyclic Group

A group $(G, *)$ is a set of elements with 2 operation: $*$ ¹ and the inversion, in which:

- for $a, b \in G \rightarrow a * b \in G$
- Associative property : $a * (b * c) = (a * b) * c$
- exist a neutral element $e \in G$ such that for each $a \in G \rightarrow a * e = e * a = a$
- for $a \in G$, exist the inverse $a^{-1} \in G$ in which: $a * a^{-1} = e$.

The cardinality of a Group $|G|$ is called **order of the group G**. A Group can have an *order* $\rightarrow \infty$ or not; in Cryptography, we always use finite groups.

An example of a Group is $\mathbb{R}, +$, in fact:

- for $a, b \in \mathbb{R} \rightarrow a + b \in \mathbb{R}$
- $a + (b + c) = (a + b) + c$
- neutral element is 0
- for $a \in \mathbb{R}$, the inverse is $-a$.

A Group $(G, *)$ is cyclic if exists an element $a \in G$ in which each element $b \in G$ is generated by it:

$$b = a * a * a * a * a * a \dots * a \quad (1)$$

a is called **generator of G**.

A Cyclic **Subgroup** is a subset of G in which, chosen $a \in G$:

$$\langle a \rangle = \{\dots, a^{-2}, a^{-1}, 1, a^1, a^2, a^3, \dots\} \quad (2)$$

¹ $*$ is a generic operation that respects the properties ahead

Each element in $\langle a \rangle$ is unique, but it is not necessarily true that all elements in G are in $\langle a \rangle$. An example of a cyclic group is $(\mathbb{Z}_n, +)$ with generator $= 1$ and neutral element $= 0$; another interesting group is $(\mathbb{Z}_n^*, *)$, where $\mathbb{Z}_n^* = \mathbb{Z}_n \setminus \{0\}$. It is not even a cyclic one, but Gauss shows that it is true for $n = \text{prime number}$. The generator in this case is called **primitive element**.

Let's consider a group $\mathbb{Z}_5^* = \{1, 2, 3, 4\}$; a generator of this group is 2, in fact:

$$\langle 2 \rangle = \{1, 2, 2 * 2 = 4, 2^3 = 8 \bmod 5 = 3\}$$

1.2 Lagrange's Theorem

Let's consider a cyclic subgroup $\langle a \rangle$, with $a \in Z_n^*$, we can prove that whatever generator we choose, the order (cardinality) of $\langle a \rangle$ is ever a divisor of the order of Z_n^* . a simple proof of the theorem is the following:

we calculate:

$$\langle a \rangle = \{1, a^1, a^2, \dots, a^{\omega-1}\}$$

where ω is the cardinality of $\langle a \rangle$.

For construction, each element of $\langle a \rangle$ is unique and they are all elements of Z_n^* . now we have to verify if $\langle a \rangle$ is a cyclic group of G .

1. if this is true, then we finish, because $|Z_n^*| = |\langle a \rangle| \rightarrow \omega$ is a divisor of Z_n^*
2. if not, means that at least one element $b \in Z_n^*$ is not in $\langle a \rangle$; in this case, we compute:

$$\langle a \rangle * b = \{b, a^1 * b, a^2 * b, \dots, a^{\omega-1} * b\}$$

also in this case, we have ω elements, that are disjoint to the original subgroup $\langle a \rangle \rightarrow |\langle a \rangle \cup \langle a \rangle * b| = 2\omega$

3. verify that $\langle a \rangle \cup \langle a \rangle * b$ is exactly Z_n^* and reiterate the procedure if is not true.

In any case, we will found an order $n\omega$ exactly equal to the order of Z_n^* .

1.3 Square and multiply algorithm

This method is used to calculate in an efficient way power of numbers in any kind of groups. For simplicity, consider $(Z^+ \setminus \{0\}, *)$ all positive numbers starting from 1

We mention it because it is used to Diffie Hellman key exchange method, because the complexity of this is lower, $O(\log_2(n))$, respect to the simpler approach to multiply the base n times.

1.3.1 How it works?

Let's consider $a, b \in Z^+$, and we want to calculate a^b ;

- Setup: convert b into binary number $\rightarrow b_{\text{base}10} = (d_{t-1} \dots d_2 d_1 d_0)_{\text{base}2}$ where t is number of bits needed to represent b ($d_{t-1} = 1$ for construction). declare a variable $T = e$ the neutral number (in our case, $e = 1$).

- Loop: for each bit of $b_{\text{base}2}$, starting from d_{t-1} ,

$$T = T * T$$

– if $d_i = 1 \rightarrow T = T * a$

- at the end, we obtain the right value.

6.1.9 Efficient computation of powers: **square-and-multiply algorithm**

```
T=e
For i=t downto i=0
  T = T * T
  if  $d_i = 1$ 
    T = T * a
return(T)
```

Figure 1: Implementation of square and multiply algorithm in python