CS4453 - Information Security and Cryptography Implementation of BigNumber Library

200727M - Udara Malinda Wijesinghe

1. Introduction

Public key cryptosystems rely on computations using extremely big numbers, typically ranging from 512 to 2048 bits. These processes necessitate specialist handling to ensure efficiency and precision. Therefore most of these operations are handled by the libraries that are implemented to various programming languages.

This report describes the design and implementation of a BigNum library that enables large integer arithmetic, such as

- Modulo Addition
- Modulo Multiplication
- Modular inversion.

The library is written in C++ and is intended to handle numbers with different bit lengths, making it adaptable to various cryptographic needs. Key design decisions, including number representation and modular arithmetic operations, are briefly described together with test results and performance analysis, which demonstrate the library's capacity to process huge quantities efficiently and accurately.

2. Design

2.1. Big Number Representation

Create a **BigNumber** object with two attributes. The first attribute, **number_digits**, stores the digits of the given integer as characters in reversed order. The second attribute, **isNegative**, stores the sign of the given big number. This is how we represent the given **BigNumber**.

```
private:
    // Vector to store the digits of the number in reverse order (least
    significant digit first)
    std::vector<int> number_digits;
    bool isNegative = false;
```

2.2. Basic Comparison Operators

2.2.1. "<" - Operator

It first checks if their signs differ, returning **True** if this number is negative. Then, it compares the sizes of their digit vectors, returning based on size and sign. Finally, it compares corresponding digits from the most significant to the least significant, returning based on sign and digit value.

```
bool operator<(const BigNumber &other_number) const{
    if (isNegative != other_number.isNegative) {
        return isNegative;
    }
    if (number_digits.size() != other_number.number_digits.size()) {
            return (isNegative ? number_digits.size() >
            other_number.number_digits.size() : number_digits.size() <
            other_number.number_digits.size());
        }
        for (int i = number_digits.size() - 1; i >= 0; i--) {
            if (number_digits[i] != other_number.number_digits[i]) {
                return (isNegative ? number_digits[i] >
            other_number.number_digits[i] : number_digits[i] <
            other_number.number_digits[i]);
            }
        }
        return false;
    }
}</pre>
```

2.2.2. ">" - Operator

This > function checks if the current **BigNumber** is greater than **other_number** by reversing the logic of the < function. It returns **True** if **other number** is less than the current object.

```
bool operator>(const BigNumber &other_number) const{
    return other_number < *this;
}</pre>
```

2.2.3. " <= " - Operator

```
bool operator<=(const BigNumber &other_number) const{
    return !(*this > other_number);
}
```

2.2.4. ">=" - Operator

```
bool operator>=(const BigNumber &other_number) const{
    return !(*this < other_number);
}</pre>
```

2.2.5. "==" - Operator

```
bool operator==(const BigNumber &other_number) const{
         return number_digits == other_number.number_digits && isNegative ==
other_number.isNegative;
}
```

2.2.6. "!=" - Operator

```
bool operator!=(const BigNumber &other_number) const{
    return !(*this == other_number);
}
```

2.3. Basic Arithmetic Operations

2.3.1. "+" - Addition

The overloaded **operator+** for **BigNumber** adds two numbers by handling both their absolute values and signs. If the two numbers have the same sign, it calls the **addAbsoluteValues** function, which sums the corresponding digits from both numbers, taking care of the carry, and the result inherits the common sign. If the numbers have different signs, it compares their absolute values to determine which one is larger. The function then subtracts the smaller absolute value from the larger using **subtractAbsoluteValues**, ensuring that the result carries the sign of the larger absolute value. Both helper functions ensure that the resulting **BigNumber** is properly formatted by removing any leading zeros before returning it.

```
// Helper function to add absolute values of two BigNumbers
BigNumber addAbsoluteValues(const BigNumber &a, const BigNumber &b)
const{
    BigNumber result;
    result.isNegative = false;
    int carry = 0;
    size_t max_size = std::max(a.number_digits.size(),
b.number_digits.size());
    result.number_digits.clear(); // Clear the result vector

for (size_t i = 0; i < max_size || carry != 0; ++i) {
    int digit_sum = carry;
    if (i < a.number_digits.size())
        digit_sum += a.number_digits[i];
    if (i < b.number_digits.size())
        digit_sum += b.number_digits[i];
    result.number_digits.push_back(digit_sum % 10);
    carry = digit_sum / 10;
}
result.trimLeadingZeros();
return result;
}</pre>
```

```
}
}
}
```

2.3.2. "-" - Subtraction

The **operator**- function performs subtraction by negating the sign of **other_number** and then adding it to ***this**. It creates a copy of **other_number**, flips its sign, and uses the previously defined **operator**+ to compute the result, effectively turning subtraction into addition.

```
BigNumber operator-(const BigNumber &other_number) const{
    // Subtraction is addition with the opposite sign
    BigNumber negated_other = other_number;
    negated_other.isNegative = !other_number.isNegative; // Flip the sign
    return *this + negated_other;
}
```

2.3.3. "*" - Multiplication

The **operator*** function multiplies two **BigNumber** objects by performing digit-by-digit multiplication, similar to how multiplication is done manually. It first initializes the **result** with enough space to hold the maximum possible number of digits and determines the sign of the result based on whether the input numbers have different signs. The function then iterates through each digit of the first number, multiplying it by each digit of the second number. The partial products are added to the appropriate position in the **result** vector, managing carry values as needed. After the multiplication, leading zeros are trimmed to ensure the result is correctly formatted before returning it.

```
}

result.trimLeadingZeros();

return result;
}
```

2.3.4. "/" & "%" - Division & Modulus

The **operator**/ and **operator**% functions are used to perform division and modulus operations on two **BigNumber** objects. Both operations rely on the **divide** helper function, which performs the actual division. The **operator**/ returns the quotient by extracting the first element from the pair returned by **divide**, while the **operator**% returns the remainder by extracting the second element of the pair.

The **divide** function implements long division by iterating through each digit of the dividend, starting from the most significant. It builds the **remainder** by adding the current digit and then determines the largest possible digit for the quotient using binary search. This digit is found by repeatedly multiplying the divisor by midpoints and checking if the product fits within the current **remainder**. The quotient digit is stored, and the corresponding product is subtracted from the **remainder**. This process continues until all digits have been processed, resulting in the final quotient and remainder, which are then trimmed of any leading zeros and returned as a pair.

```
int quotientDigit = 0;
int left = 0, right = 10;
while (left <= right){
    int mid = (left + right) / 2;
    BigNumber candidate = other_number.absolute() *

BigNumber(mid);

if (candidate <= remainder.absolute()){
    quotientDigit = mid;
    left = mid + 1;
    }
    else{
        right = mid - 1;
    }

BigNumber product = other_number.absolute() *

BigNumber(quotientDigit);
    remainder = remainder - product;
    result.number_digits.insert(result.number_digits.begin(),

quotientDigit);
    }
    result.trimLeadingZeros();
    remainder.trimLeadingZeros();
    return {result, remainder};
}</pre>
```

2.4. Modulo Arithmetics

2.4.1. Modulo Addition

The **modAddition** function performs modular addition of two **BigNumber** objects. It first adds the current **BigNumber** (*this) to other_number using the overloaded + operator. Then, it calculates the remainder of this sum when divided by **modulus** using the overloaded % operator. The function returns this remainder, effectively giving the result of the addition modulo the given **modulus**.

```
BigNumber modAddition(const BigNumber & other_number, const BigNumber & modulus) {

BigNumber result = *this + other_number;

return result % modulus;

}
```

2.4.2. Modulo Multiplication

The **modMultiplication** function performs modular multiplication of two **BigNumber** objects. It first multiplies the current **BigNumber** (*this) by other_number using the overloaded * operator. Then, it calculates the remainder of this product when divided by the given **modulus** using the overloaded % operator. The function returns this remainder, giving the result of the multiplication modulo the specified **modulus**.

```
BigNumber modMultiplication(const BigNumber &other_number, const

BigNumber &modulus) {

BigNumber result = *this * other_number;

return result % modulus;

}
```

2.4.3. Modulo Inverse

The **modInverse** function calculates the modular inverse of a **BigNumber** relative to a given modulus using the Extended Euclidean Algorithm. This modular inverse is a value \mathbf{x} such that $(\mathbf{a} * \mathbf{x}) \% \mathbf{m} = \mathbf{1}$. The function initializes the variables needed for the algorithm, including the original number \mathbf{a} , the modulus \mathbf{m} , and two coefficients $\mathbf{x0}$ and $\mathbf{x1}$ used to compute the inverse. It then iteratively applies the algorithm, dividing \mathbf{a} by \mathbf{m} to get a quotient \mathbf{q} and updating \mathbf{a} and \mathbf{m} with the remainder and previous value of \mathbf{m} , while also adjusting the coefficients $\mathbf{x0}$ and $\mathbf{x1}$. Once \mathbf{a} becomes 1, $\mathbf{x1}$ holds the modular inverse. If $\mathbf{x1}$ is negative, it's adjusted to be positive by adding the original modulus $\mathbf{m0}$. The function then returns $\mathbf{x1}$ as the modular inverse.

```
BigNumber modInverse(const BigNumber &modulus) {

BigNumber a = *this;

BigNumber m = modulus;

BigNumber t, q;

BigNumber x0 = 0, x1 = 1;

if (m == 1)

return 0;

// Apply extended Euclid Algorithm

while (a > 1) {

// q is quotient

q = a / m;

t = m;

// m is remainder now, process same as Euclid's algo

m = a % m, a = t;

t = x0;

x0 = x1 - q * x0;

x1 = t;

}

// Make x1 positive

if (x1 < 0)

x1 = x1 + m0;

return x1;

}
```

3. Testing

All test cases are verified using Python's built-in functions. Each test case has an expected value, obtained by performing the operations in Python. Below are the CLI outputs for each test case.

3.1. Modulo Addition Testing

Modulo addition with 0

```
Number 1: 7411983660145561438669578801503455163517312471829001959053178951383381181774990719242089448703004658285326780366787478508242288148487675488967829478156097
Number 2: 0
modulus : 512bits
Calculated : 7411983660145561438669578801503455163517312471829001959053178951383381181774990719242089448703004658285326780366787478508242288148487675488967829478156097
Expected : 7411983660145561438669578801503455163517312471829001959053178951383381181774990719242089448703004658285326780366787478508242288148487675488967829478156097
```

Modulo addition with large numbers

Modulo addition with negative numbers

3.2. Modulo Multiplication Testing

Modulo multiplication with 0

```
Number 1: 7411983660145561438669578801503455163517312471829001959053178951383381181774990719242089448703004658285326780366787478508242288148487675488967829478156097
Number 2: 0
modulus : 512bits
Calculated : 0
Expected : 0
```

Modulo multiplication with large numbers

```
Number 1: 241198366014556143866957880150345516317312471829001959963178951383381181774990719242089448703004658285326780366787478580247288148487675488967829478156997
Number 2: 6795559921395541977441653392579865214983743382270841442652327338415139671811773275757787886130536079315596026402309773235559982871742356348919960475
Calculated : 125150757967999584655624020876493996959596780302555908781057194466200620277845824917042960959281880790966630776397418292312812100127446982717232335428559
Filmber 1: 21719959935451221932715973459130927856623637589077028430010570344660062027784582491704296095281880790966630776397418292312812100127446982717232335428559
Filmber 1: 217199599354512219327159734591300275656236375890770284300105762411269316091637230773299962295247392931889737269605019780521300890575585538376098115502922848881825278846199570048846090519764529
609326714083590738790014457001508699155312578667809733224277890745074909077702945008797471745790977767767494040780197401940079777677670496090893975933652124410478422643390033846384749008919591268211051890056645103650805287735899654028456
64447644069939354531799340773057684466773791835589408625651911463266737667043890990938449007776670434086870776670434086878938997893365317704676490890907766704459080905990776670443086077877667044508673890789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789046736673804590789047990490479904904790904780490479090478049047909047804904790904780490479090478049047909047804904790904790490479049047904904790490479090479049047904904790490479049047904904790490479049047
```

Modulo multiplication with negative numbers

3.3. Modulo Inverse Testing

Modulo inverse with 1

```
Number 1: 1
modulus : 512bits
Calculated : 1
Expected : 1
```

Modulo inverse with large numbers

Number 1: 6792552932193534197244105339257986521498374343822704414426523273384151396718117732757475780861305360793165960264029209773235657982871742356434819199604762 modulus : 512bits
Does not exist

4. Conclusion

This **BigNumber** library provides a comprehensive set of operations for handling large integers with support for arithmetic operations including addition, subtraction, multiplication, and division, as well as modular arithmetic. It includes advanced features such as modular inverse computation and modular operations which are essential for cryptographic applications and other complex mathematical computations. The library efficiently handles large numbers by implementing essential algorithms such as the Extended Euclidean Algorithm for modular inverses and long division for arithmetic operations. By supporting these operations, the library facilitates precise and scalable mathematical computations necessary for a variety of applications, from basic arithmetic to advanced cryptographic algorithms.