

## CS255 - Problem Set 3

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( 1 )

( a ) Note that by definition,  $e_{eve} \cdot d_{eve} = 1 \bmod \varphi(N)$ , so we can get a multiple of  $\varphi(N)$  by  $e_{eve} \cdot d_{eve} - 1$ .

( b )

We follow the hint. Let  $k$  be the multiple we determined in part (a). We let  $g$  be a generator. Note to find  $g$ , we can pick any value with  $\gcd(g, N) = 1$ . If we pick some random  $g$  for which this is not the case, then  $\gcd(g, N) = p$  or  $\gcd(g, N) = q$  where  $N = pq$ , so we have randomly factored  $N$  and are done.

We take the sequence  $g^k, g^{k/2}, \dots$  until we find some value not equal to  $\pm 1$  in  $\mathbb{Z}^N$ . Note that we can always do this because  $g^k = 1 \bmod N$ , since  $g^k = g^{\ell\varphi(N)}$  for some integer  $\ell$ .

Note that if we get a value of 1 at  $g^{2k/\tau(K)}$  (as opposed to -1), the value we get is a quadratic residue mod  $N$  not equal to -1. This happens with probability approximately 1/2. Let  $x = g^{k/\tau(K)}$ . Then  $x \neq -1$  and  $x^2 = 1 \bmod N$ . Therefore,  $x^2 - 1$  is a multiple of  $N$ , so  $(x+1)(x-1) = nN$  for  $n$  a positive integer. Further, since  $x \neq \pm 1 \bmod N$ ,  $x+1$  cannot be both a multiple of  $p$  and  $q$ . Similarly,  $x-1$  cannot be a multiple of both  $p$  and  $q$ . Thus  $x+1$  must be a multiple of exactly one of  $p$  or  $q$ . Therefore, taking  $\text{lcm}(x+1, N)$  gives us a prime divisor of  $N$ .

Since we can factor with probability 1/2, it takes an expected number of two guesses to factor. Further, the probability of failure is exponential in 1/2, so with arbitrarily high probability, we can efficiently factor  $N$ .

( 2 )

Let  $t$  be as in the hint. We construct the table as suggested in the hint, picking a random point  $z$  and letting  $z_i = f^i(z)$  where  $f^i = f \circ f \circ \dots \circ f$ . Now, pick random  $z$  and store  $z_0, z_t, z_{2t}, \dots$  until our sequence of composing  $f$  takes us back to  $z$ . Now, continue picking random unseen  $z$  elements until our table is composed of exactly  $B$  bytes. Note that by construction, for any element  $z$ , applying  $f$  to  $z$  will give an element in our table after at most  $t$  iterations. Therefore, our procedure to invert an input  $y$  is as follows: if  $y$  is in the table, just return the reverse lookup. Otherwise, apply  $f$  to  $y$  until we get an element of our table,  $z_{(n+1)t}$ . Now, take the previous element  $z_{nt}$  and apply  $f$  repeatedly. Note that

such application must give us  $z_{(n+1)t}$  in  $O(t)$ , and must traverse past  $y$  along the way, so we choose the element immediately before  $y$  as the inverse.

( 3 )

- ( a ) We note that since  $h$  and  $g$  are of order  $q$ ,  $hg$  must also be either of order  $q$  or order 1. If it is of order 1, it means  $h^n g^n = 1$  for all  $n$ , so clearly  $h$  and  $g$  generate the same subgroup. If it is of order  $n$ , we note that  $hg^i$  over free  $i$  and fixed  $h$  generates a subgroup of order  $q$  (since  $h \neq 0$  and  $g$  generates a subgroup of order  $q$ ), so for some  $k$ ,  $hg^k = 1$  so  $h = g^{-k}$ . Therefore, the subgroup generated by  $h$  contains an element of the subgroup generated by  $g$ , so they generate the same group.

Note that the previous argument demonstrates the well-known fact that for any  $q$ , there is at most one power-generated subgroup of  $\mathbb{Z}_n$  of size  $q$ .

Now, note we know fixing  $x'$ ,  $g^{x'} h^{r'}$  generates a subgroup of size  $q$ . From the previous result, we know it must always be the same subgroup. Therefore, for values  $r' \in [0, q-1]$ , there is a unique  $r'$  with  $b = g^{x'} h^{r'}$  in that subgroup. Since  $x'$  and  $r'$  can independently and uniquely generate all members of the subgroup, neither reveals any information about the committed result, so the scheme is secure.

- ( b ) Imagine we can generate a collision:

$$g^x h^r = g^{x'} h^{r'}$$

so then

$$g^{x-x'} = h^{r'-r}.$$

Use the extended Euclidian algorithm to get  $z := 1/(r' - r)$ . Then

$$h = g^{(x-x')z}$$

so  $\log_g(h) = (x - x')z$ . Since we believe computing discrete logs to be hard, the scheme is binding.

( 4 )

- ( a ) Using  $\mathcal{A}$ , get  $x^e u^y = x'^e u^{y'} \pmod{n}$ .

Since  $n$  is an RSA modulus,  $n = pq$  where  $p$  and  $q$  are prime. Note that we can assume WLOG  $x$  and  $x'$  are relatively prime (since otherwise we could simply divide each by their GCD).

Since  $x$  and  $x'$  are relatively prime, they must not both be multiples of  $n$ . If one is a multiple of  $p$  and the other is a multiple of  $q$ , we can use  $\gcd(x, n)$  and  $\gcd(x', n)$  to factor  $n$ , which we know to be a hard problem (from the class notes it is as hard as taking the  $e$ -th root). Therefore, we can assume that at least one

$x$  or  $x'$  doesn't contain a factor of  $p$  or  $q$ . Assume WLOG that it is  $x$ . Then we can invert  $x$ , so we take  $a = x'/x$  and  $b = y - y'$ . Note that  $a^e = u^b$  by definition.

- ( b ) Now, we proceed by the hint. Since  $\gcd(b, e) = 1$ , we can find  $s$  and  $t$  efficiently such that  $bs + et = 1$ . Therefore,

$$\begin{aligned} a^{1/b} &= a^{s+et/b} \\ &= a^s \cdot a^{et/b} \\ &= a^s \cdot (u^b)^{t/b} \\ &= a^s u^t \end{aligned}$$

so  $a^s u^t$  is an  $e$ -th root of  $u$  that we can find efficiently.

- ( c ) We have an immediate collision: let  $x = 1, y = e$  and  $x' = u, y' = 0$ . Then  $x^e u^y = x'^e u^{y'}$ .

( 5 )

- ( a ) We note that since  $S_1 \neq H(C)^d \pmod{p}$  and  $S_2 = H(C)^d \pmod{q}$ , we can say that  $\hat{S}^e = H(C) \pmod{q}$  but  $\hat{S}^e \neq H(C) \pmod{p}$ .

Therefore,  $z := \hat{S}^e - H(C)$  is a multiple of  $q$  but not of  $p$ . Therefore,  $\gcd(N, z) = q$ , so we can efficiently factor  $N$ .

- ( b ) Verify the certificate before releasing it. Note that making a mistake that results in compromising the private key is very likely, but making a mistake in verifying a bad certificate that results in it being certified as good is *very* unlikely.

( 6 )

- ( a ) User  $u$  can simply compute  $c = \prod_{j \in S_u \setminus \{i\}} e_j$ , then calculate  $key_i = K_u^c$ .

- ( b ) We proceed using the same trick as 4(b). We know since  $d_1$  and  $d_2$  are relatively prime, we can efficiently find  $s$  and  $t$  such that  $sd_1 + td_2 = 1$ . Further, since  $d_2$  is relatively prime to  $\varphi(N)$ , we can calculate its inverse,  $y$ . Then  $ysd_1 + t = y \pmod{\varphi(N)}$ . Now, use  $\mathcal{A}$  on  $x^{d_1}$  and  $x$  to get  $x^{d_1/d_2}$ .

Now, we can efficiently compute  $x^{sd_1/d_2} \cdot x^t = x^{ysd_1+t} = x^y = x^{1/d_2}$ . Therefore, we can efficiently compute  $d_2$ 'th roots in  $\mathbb{Z}_N^*$ .

- ( c ) Now, assume we could. Then we could find an algorithm  $\mathcal{A}$  for part (b). However, that would imply that we could compute  $d_2$ 'th roots in  $\mathbb{Z}_N^*$ , which we assume to be hard. Therefore, we cannot efficiently.