
Problem Set 5 Solutions

Problem 1. [40 points] Consider the following computational problem:

INPUT: N, a, b, x, y where $N \geq 1$ is an integer, $a, b \in \mathbf{Z}_N^*$ and x, y are integers with $0 \leq x, y < N$

OUTPUT: $a^x b^y \bmod N$

Let $k = |N|$. The naive algorithm for this first computes $a^x \bmod N$, then computes $b^y \bmod N$, and multiplies them modulo N . This has a worst case cost of $4k + 1$ multiplications modulo N . Design an alternative, faster algorithm for this problem that uses at most $2k + 1$ multiplications modulo N .

Let us first explain the claim about the naive algorithm. On inputs N, a, b, x, y it would do the following:

```
A ← MOD-EXP(a, x, N)
B ← MOD-EXP(b, y, N)
z ← MOD-MULT(A, B, N)
Return z
```

The algorithm MOD-EXP was presented in class. Section 9.2.6 of the chapter on Computational Number Theory presents a more general algorithm EXP_G for exponentiation in an arbitrary group. MOD-EXP is simply the special case of the latter in which the group G is \mathbf{Z}_N^* , and its properties are listed in the table of Figure 9.1. Each iteration of the **for** loop of that algorithm uses two modular multiplications, the first to obtain $w = y^2 \bmod N$ from y and the second to obtain $w \cdot a^{b_i} \bmod N$. Thus, MOD-EXP uses $2k$ modular multiplications in all. So the above naive algorithm uses $4k + 1$ modular multiplications.

The faster algorithm extends the ideas of the modular exponentiation algorithm of Section 9.2.6 in the chapter on Computational Number Theory. It works as follows:

Alg FASTEXP(N, a, b, x, y)

Let $x_{k-1} \dots x_1 x_0$ be the binary representation of x

Let $y_{k-1} \dots y_1 y_0$ be the binary representation of y

$c \leftarrow ab \bmod N$

$z \leftarrow 1$

for $i = k - 1$ **downto** 0 **do**

if $x_i = 1$ and $y_i = 1$ **then** $z \leftarrow z^2 \cdot c \bmod N$

if $x_i = 1$ and $y_i = 0$ **then** $z \leftarrow z^2 \cdot a \bmod N$

if $x_i = 0$ and $y_i = 1$ **then** $z \leftarrow z^2 \cdot b \bmod N$

if $x_i = 0$ and $y_i = 0$ **then** $z \leftarrow z^2 \bmod N$

return z

Since $0 \leq x, y < N$ and N is k -bits long, we know that x and y are also at most k bits long. Therefore, the number of iterations for the loop is at most k . Since each loop incurs at most two modular multiplications, the total number of multiplications in the for loop is $2k$. Adding the one multiplication done on the 4th line of the code to get c , we have that the total number of multiplications for FASTEXP is $2k + 1$ as desired.
