Computational Number Theory

Chanathip Namprempre

Faculty of Engineering Thammasat University

Agenda

- Important sets of numbers, Euler Phi function, Greatest Common Divisor
- 2. Groups, exponentiation
- Group order
- 4. Running time of computation on large numbers
- 5. Subgroups
- 6. Order of a group element
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- 8. Generators
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- 10. Cyclic groups
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Material mostly from Mihir Bellare (https://cseweb.ucsd.edu/ mihir/cse207/slides/s-cnt.pdf)

Important sets of numbers and Euler Phi function

$$\mathbf{Z} = \{\dots, -2, -1, 0, 1, 2, \dots\}$$
 $\mathbf{N} = \{0, 1, 2, \dots\}$
 $\mathbf{Z}^+ = \{1, 2, \dots\}$
 $\mathbf{Z}_N = \{0, \dots, N-1\}$
 $\mathbf{Z}_N^* = \{a \in \mathbf{Z}_N : \gcd(a, N) = 1\}$
 $\phi(N) = |\mathbf{Z}_N^*|$

- ► Try gcd(12, 20), gcd(21, 16)
- ▶ Try $\mathbf{Z}_{15}, \mathbf{Z}_{15}^*, \phi(15)$

div and mod

Quotient Remainder Theorem

For any $a, N \in \mathbf{Z}$ with N > 0, there exists unique $q, r \in \mathbf{N}$ such that

- ightharpoonup a = Nq + r and
- ightharpoonup 0 < r < N
- We say a div N = q and a mod N = r.
- ► We also say

$$a \equiv b \pmod{N}$$

if and only if $a \mod N = b \mod N$.

Groups

Group (G, op)

Let G be a non-empty set, and op be a binary operation on G. We say that G is a group with respect to op iff the following properties hold:

Closure For all $x, y \in G$, x op $y \in G$.

Associativity For all $x, y, z \in G$, (x op y) op z = x op (y op z).

Identity There exists $1 \in G$ such that, for every $x \in G$, x op 1 = 1 op x = x.

Invertibility For every $x \in G$, there exists $x^{-1} \in G$ such that $x \text{ op } x^{-1} = 1$.

Try $(\mathbf{Z},+)$, $(\mathbf{N},+)$, $(\mathbf{Z}^+,+)$, \mathbf{Z}_N , MOD-ADD, \mathbf{Z}_N , MOD-MULT, \mathbf{Z}_N^* , MOD-MULT

Exponentiation

- ▶ If we write op as · and represent the identity element as 1, then exponentiation is written and means what you naturally think it means.
 - $a^0 = 1$
 - $ightharpoonup a^n = a \cdots a$ altogether *n* terms
 - $a^{-n} = a^{-1} \cdot \cdot \cdot a^{-1}$ altogether *n* terms
 - $a^{i+j} = a^i \cdot a^j$
 - $a^{-1} = (a^i)^{-1} = (a^{-1})^i$

Computational shortcuts

To compute $5 \cdot 8 \cdot 10 \cdot 16 \mod 21$,

- ▶ don't do this: $5 \cdot 8 \cdot 10 \cdot 16 = 6400$ then modulo 21
- ▶ do this instead: ((5 · 8 mod 21) · 10 mod 21) . . .

Group orders

Group order

The order of a group G is |G|.

Try \mathbf{Z}_{21}^* . Write out all the elements in this group and count them.

Fact

If G is a group of order m and if $a \in G$, then $a^m = 1$.

- ▶ Try $5^{12} \in \mathbf{Z}_{21}^*$
- $\blacktriangleright \ \mathsf{Try} \ 8^{12} \in \mathbf{Z}_{21}^*$

Group orders (cont.)

Corollary

If G is a group of order m and if $a \in G$, then for any $i \in \mathbf{Z}$,

$$a^i = a^{i \mod m}$$
.

► Try 5⁷⁴ mod 21

Running time of computation on large numbers

Operating on large numbers, we no longer assume that basic operations (like addition and multiplication) take constant time. The running time needs be measured in the size of the inputs.

Algorithm	Input	Output	Time
INT-DIV	a, N	q, r	quadratic
MOD	a, N	a mod N	quadratic
EXT-GCD	a, N	(d, a', N')	quadratic
MOD-ADD	a, b, N	$a+b \mod N$	linear
MOD-MULT	a, b, N	<i>ab</i> mod <i>N</i>	quadratic
MOD-INV	a, N	a^{-1} mod N	quadratic
MOD-EXP	a, n, N	<i>aⁿ</i> mod <i>N</i>	cubic
EXP_{G}	a, n	$a^n \in G$	O(n) G-ops

Extended gcd

EXT-GCD(
$$a,N$$
) returns (d,a',N') such that
$$d=\gcd(a,N)=a\cdot a'+N\cdot N'\;.$$

Examples: EXT-GCD(25,10), EXT-GCD(10,25), EXT-GCD(250,12)

Extended Euclidean algorithm

Assume that $(a, N) \neq (0, 0)$. We know that

$$gcd(a, N) = gcd(N, a \mod N)$$
.

So we can compute GCD using a recursive algorithm as follows.

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Algorithm EXT-GCD(a, N)

If N = 0 then Return (a, 1, 0)

(q, r) \leftarrow INT-DIV(a, N)

(d, x, y) \leftarrow EXT-GCD(N, r)

a' \leftarrow y; N' \leftarrow x - qy

Return (d, a', N')
```

The running time is $O(|a| \cdot |N|)$, so quadratic time.

Modular Inverse

For a, N such that gcd(a, N) = 1, we want to compute $a^{-1} \mod N$, i.e.,

unique
$$a' \in \mathbf{Z}_N^*$$
 such that $aa' \equiv 1 \pmod{N}$.

Let
$$(d,a',N') \leftarrow \mathsf{EXT}\text{-}\mathsf{GCD}(a,N)$$
, then
$$d=1=\gcd(a,N)=a\cdot a'+N\cdot N'\;.$$

Since $N \cdot N' \equiv 0 \pmod{N}$, we have $a \cdot a' \equiv 1 \pmod{N}$.

Algorithm MOD-INV(a,N):

$$(d, a', N') \leftarrow \text{EXT-GCD}(a, N)$$

Return $a' \mod N$

Modular Exponentiation

Let G be a group and $a \in G$. For $x \in \mathbb{N}$, compute

$$a^{x} = \underbrace{a \cdots a}_{x}$$

Suppose we compute a^x by collecting one term at a time, i.e.,

$$y \leftarrow 1$$

For $i \in \{1, 2, ..., x\}$ do $y \leftarrow y \cdot a$
Return y

What is the running time of this algorithm?

Square-and-Multiply Exponentiation

Suppose the binary length of x is 4, so x has the form $b_3b_2b_1b_0$. Then,

$$x = 2^{3}b_{3} + 2^{2}b_{2} + 2^{1}b_{1} + 2^{0}b_{0}$$
$$= 8b_{3} + 4b_{2} + 2b_{1} + b_{0}$$

To compute a^x , we square and multiply iteratively as follows:

$$y_4 = 1$$

$$y_3 = y_4^2 \cdot a^{b_3} = a^{b_3}$$

$$y_2 = y_3^2 \cdot a^{b_2} = a^{2b_3 + b_2}$$

$$y_1 = y_2^2 \cdot a^{b_1} = a^{4b_3 + 2b_2 + b_1}$$

$$y_0 = y_1^2 \cdot a^{b_0} = a^{8b_3 + 4b_2 + 2b_1 + b_0}$$

We get $a^x = y_0$. What is the running time of this algorithm?

Subgroups

Subgroup

If G is a group and $S \subseteq G$, then S is a subgroup of G iff S is a group under G's operation.

▶ Try $G = \mathbf{Z}_{11}^*$ and $S = \{1, 2, 3\}$. Is S a subgroup?

Order of a group element

Let G be a finite group.

Order of a group element

The order of $g \in G$, denoted o(g), is the smallest integer $n \ge 1$ such that $g^n = 1$.

Try
$$G = \mathbf{Z}_{11}^* = \{1, 2, 3, 4, 5, 6, 7, 8, 9, 10\}.$$

i	0	1	2	3	4	5	6	7	8	9	10
2 ⁱ mod 11											
5 ⁱ mod 11											

What are o(2) and o(5)?

Subgroup generated by $g \in G$

For $g \in G$, define

$$\langle g \rangle = \{g^0, g^1, \dots, g^{o(g)-1}\} \ .$$

 $\langle g \rangle$ is a subgroup of G, and its order is o(g).

Lagrange's Theorem

The order of a subgroup S of G always divides the order of G.

Try $G = \mathbf{Z}_{11}^*$ and list elements of $\langle 2 \rangle$ and $\langle 5 \rangle$. What are o(2) and o(5)?

Cyclic Group

Cyclic group

A group G is cyclic iff there exists g such that $\langle g \rangle = G$.

Such an element g is called a generator.

Discrete Log problem

Consider \mathbf{Z}_{11}^* . We know that 2 is a generator of \mathbf{Z}_{11}^* .

i	0	1	2	3	4	5	6	7	8	9
2 ⁱ mod 11	1	2	4	8	5	10	9	7	3	6

We say that, for example,

$$\mathsf{Dlog}_2(8) = 3.$$

Let
$$G=\langle g
angle$$
 be a cyclic group. Then, given $a \in G$, find $\mathsf{Dlog}_g(a)$.

Discrete Log Problem: game formulation

Let $G = \langle g \rangle$ be a cyclic group of order m, and let A be an adversary.

DLP game

Game
$$DL_{G,g}(A)$$
:
 $x \overset{\$}{\leftarrow} \mathbf{Z}_m$
 $X \leftarrow g^x$
 $x' \leftarrow A(X)$
Return $(x = x')$

The dl-advantage of A is

$$\mathsf{Adv}^{\mathrm{dl}}_{G,g}(A) = \mathsf{Pr}\left[\,\mathsf{DL}_{G,g}(A) \Rightarrow \mathsf{true}\,\right] \;.$$

Computational Diffie-Hellman problem

Consider \mathbf{Z}_{11}^* . We know that 2 is a generator of \mathbf{Z}_{11}^* .

i	0	1	2	3	4	5	6	7	8	9
2 ⁱ mod 11	1	2	4	8	5	10	9	7	3	6

Let $G = \langle g \rangle$ be a cyclic group. Then, given $X = g^x$ and $Y = g^y$, find

$$Z=g^{xy}$$
.

Computational Diffie-Hellman Problem: game formulation

Let $G = \langle g \rangle$ be a cyclic group of order m, and let A be an adversary.

CDH game

Game
$$\mathsf{CDH}_{G,g}(A)$$
:
 $x \overset{\$}{\leftarrow} \mathbf{Z}_m \; ; \; y \overset{\$}{\leftarrow} \mathbf{Z}_m$
 $X \leftarrow g^x \; ; \; Y \leftarrow g^y$
 $Z \leftarrow A(X,Y)$
Return $(Z = g^{xy})$

The cdh-advantage of A is

$$\mathsf{Adv}^{\operatorname{cdh}}_{G,g}(A) = \mathsf{Pr}\left[\,\mathsf{CDH}_{G,g}(A) \Rightarrow \mathsf{true}\,\right] \;.$$

Decisional Diffie-Hellman problem

Consider \mathbf{Z}_{11}^* . We know that 2 is a generator of \mathbf{Z}_{11}^* .

i	0	1	2	3	4	5	6	7	8	9
2 ⁱ mod 11	1	2	4	8	5	10	9	7	3	6

Let $G = \langle g \rangle$ be a cyclic group. Then, given $X = g^x$, $Y = g^y$, and $Z \in G$, figure out whether

$$Z=g^{xy}$$
 .

Decisional Diffie-Hellman Problem: game formulation

Let $G = \langle g \rangle$ be a cyclic group of order m, and let A be an adversary.

DDH game

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Game \mathsf{DDH}_{G,g}(A):

b \in \{0,1\}

x \stackrel{\$}{\leftarrow} \mathbf{Z}_m \; ; \; y \stackrel{\$}{\leftarrow} \mathbf{Z}_m

X \leftarrow g^x \; ; \; Y \leftarrow g^y

If b = 0 then Z \stackrel{\$}{\leftarrow} G else Z \leftarrow g^{xy}

d \leftarrow A(X,Y,Z)

Return (d = b)
```

The ddh-advantage of A is

$$\mathsf{Adv}^{\mathrm{ddh}}_{G,g}(A) = 2 \cdot \mathsf{Pr} \left[\mathsf{DDH}_{G,g}(A) \Rightarrow \mathsf{true} \right] - 1$$
.

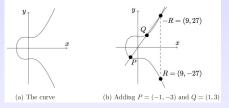
Hardness of DLP

Problem: If we use $G = Z_p^*$ where p is a prime, we need to make p **very large** to ensure that DLP is hard in G.

Solution: Use an elliptic curve group E/\mathbb{F}_p . It turns out that, for an elliptic curve group, DLP is hard even for small p.

Elliptic Curve Group

This figure below shows the curve $y^2 = x^3 - x + 9$ over the reals.



Elliptic Curve over Finite Field

Let p > 3 be a prime. An elliptic curve E over \mathbb{F}_p , denoted E/\mathbb{F}_p , is an equation

$$y^2 = x^3 + ax + b$$

where $a, b \in \mathbb{F}_p$ satisfy $4a^3 + 27b^2 \neq 0$.

Try https://graui.de/code/elliptic2/!

The condition $4a^3 + 27b^2 \neq 0$ ensures that $x^3 + ax + b = 0$ does not have a double root. This is to avoid certain degeneracies.

Source: Boneh-Shoup book 2023