

# CPSC 467: Cryptography and Security

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## Number Theory for RSA

### Modular Arithmetic

#### Division of Integers

### Integers Modulo $n$

### Multiplicative Subgroup of $\mathbf{Z}_n$

#### Greatest common divisor

#### Multiplicative subgroup of $\mathbf{Z}_n$

# Number Theory for RSA

## Recall: RSA cryptosystem in a nutshell

### RSA Step

Choose two large primes  $p, q$ .

$n = pq$  and  $\phi(n) = (p - 1)(q - 1)$ .

Choose  $e, d$  so  $ed \equiv 1 \pmod{\phi(n)}$ .

It follows that  $m^{ed} \equiv m \pmod{n}$ .

$$\left. \begin{aligned} E_e(m) &= c = m^e \pmod{n} \\ D_d(c) &= m = c^d \pmod{n} \end{aligned} \right\}$$

### Number Theory Needed

Primality test

Bignum arithmetic

Diophantine equations

Euler's theorem

Fast modular exponentiation

# Modular Arithmetic

## $\mathbf{Z}_n$ , $\mathbf{Z}_n^*$ , and products of two primes

We first need

- ▶ Some theory of  $\mathbf{Z}_n$ , the integers modulo  $n$ ;
- ▶ Some theory of  $\mathbf{Z}_n^*$ , the integers in  $\mathbf{Z}_n$  that have no divisors in common with  $n$  (except for 1);
- ▶ The Euler *totient* function  $\phi(n) = |\mathbf{Z}_n^*|$ ;
- ▶ Some properties of numbers  $n$  that are the product of two distinct large primes. In particular, for such numbers  $n$ ,  $\phi(n) = |\mathbf{Z}_n^*| = (p-1)(q-1)$ .

## Quotient and remainder

### Theorem (Euclidean division)

Let  $a, b$  be integers and assume  $b > 0$ . There are unique integers  $q$  (the quotient) and  $r$  (the remainder) such that  $a = bq + r$  and  $0 \leq r < b$ .

Write the quotient as  $a \div b$  and the remainder as  $a \bmod b$ . Then

$$a = b \times (a \div b) + (a \bmod b).$$

Equivalently,

$$a \bmod b = a - b \times (a \div b).$$

$$a \div b = \lfloor a/b \rfloor.^1$$

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<sup>1</sup>Here,  $/$  is ordinary real division and  $\lfloor x \rfloor$ , the *floor* of  $x$ , is the greatest integer  $\leq x$ . In C,  $/$  is used for both  $\div$  and  $\bmod$  depending on its operand types.

## Divides

$b$  divides  $a$  (exactly), written  $b \mid a$ , in case  $a \equiv 0 \pmod{b}$  (or equivalently,  $a = bq$  for some integer  $q$ ).

### Fact

*If  $d \mid (a + b)$ , then either  $d$  divides both  $a$  and  $b$ , or  $d$  divides neither of them.*

### Proof.

Suppose  $d \mid (a + b)$  and  $d \mid a$ . Then  $a + b = dq_1$  and  $a = dq_2$  for some integers  $q_1$  and  $q_2$ . Substituting for  $a$  and solving for  $b$ , we get

$$b = dq_1 - dq_2 = d(q_1 - q_2).$$

Hence,  $d \mid b$ . □



## The mod operator for negative numbers

When either  $a$  or  $b$  is negative, there is no consensus on the definition of  $a \bmod b$ .

By our definition,  $a \bmod b$  is always in the range  $[0 \dots b - 1]$ , even when  $a$  is negative.

Example,

$$(-5) \bmod 3 = (-5) - 3 \times ((-5) \div 3) = -5 - 3 \times (-2) = 1.$$

## The mod operator % in C

In the C programming language, the mod operator % is defined differently, so  $(a \% b) \neq (a \bmod b)$  when  $a$  is negative and  $b$  is positive.

The C standard defines  $a \% b$  to be the number  $r$  satisfying the equation  $(a/b) * b + r = a$ , so  $r = a - (a/b) * b$ .

C also defines  $a/b$  to be the result of rounding the real number  $a/b$  towards zero, so  $-5/3 = -1$ . Hence,

$$-5 \% 3 = -5 - (-5/3) * 3 = -5 + 3 = -2.$$

# Integers Modulo $n$

## The mod relation

We just saw that mod is a binary operation on integers.

Mod is also used to denote a relationship on integers:

$$a \equiv b \pmod{n} \quad \text{iff} \quad n \mid (a - b).$$

That is,  $a$  and  $b$  have the same remainder when divided by  $n$ . An immediate consequence of this definition is that

$$a \equiv b \pmod{n} \quad \text{iff} \quad (a \bmod n) = (b \bmod n).$$

Thus, the **two notions of mod** aren't so different after all!

We sometimes write  $a \equiv_n b$  to mean  $a \equiv b \pmod{n}$ .

## Mod is an equivalence relation

The two-place relationship  $\equiv_n$  is an *equivalence relation*.

The relation  $\equiv_n$  partitions the integers  $\mathbf{Z}$  into  $n$  pairwise disjoint infinite sets  $C_0, \dots, C_{n-1}$ , called *residue classes*, such that:

1. Every integer is in a unique residue class;
2. Integers  $x$  and  $y$  are equivalent  $(\text{mod } n)$  if and only if they are members of the same residue class.

## Representatives for residue classes

The unique class  $C_j$  containing integer  $b$  is denoted by  $[b]_{\equiv_n}$  or simply by  $[b]$ .

### Fact

$$[a] = [b] \text{ iff } a \equiv b \pmod{n}.$$

If  $x \in [b]$ , then  $x$  is said to be a *representative* or *name* of the residue class  $[b]$ . Obviously,  $b$  is a representative of  $[b]$ .

For example, if  $n = 7$ , then  $[-11]$ ,  $[-4]$ ,  $[3]$ ,  $[10]$ ,  $[17]$  are all names for the same residue class

$$C_3 = \{\dots, -11, -4, 3, 10, 17, \dots\}.$$

## Canonical names

The *canonical* or preferred name for the class  $[b]$  is the unique representative  $x$  of  $[b]$  in the range  $0 \leq x \leq n - 1$ .

For example, if  $n = 7$ , the canonical name for  $[10]$  is 3.

Why is the canonical name unique?

## Mod is a congruence relation

### Definition

The relation  $\equiv$  is a *congruence relation* with respect to addition, subtraction, and multiplication of integers if

1.  $\equiv$  is an equivalence relation, and
2. for each arithmetic operation  $\odot \in \{+, -, \times\}$ , if  $a \equiv a'$  and  $b \equiv b'$ , then  $a \odot b \equiv a' \odot b'$ .

The class containing the result of  $a \odot b$  depends only on the classes to which  $a$  and  $b$  belong and not the particular representatives chosen. Thus,

$$[a \odot b] = [a' \odot b'].$$



## Operations on residue classes

We can extend our operations to work directly on the family of residue classes (rather than on integers).

Let  $\odot$  be an arithmetic operation in  $\{+, -, \times\}$ , and let  $[a]$  and  $[b]$  be residue classes. Define  $[a] \odot [b] = [a \odot b]$ .

If you've followed everything so far, it should be no surprise that the canonical name for  $[a \odot b]$  is  $(a \odot b) \bmod n$ !

# Multiplicative Subgroup of $\mathbf{Z}_n$

## Greatest common divisor

### Definition

The *greatest common divisor* of two integers  $a$  and  $b$ , written  $\gcd(a, b)$ , is the largest integer  $d$  such that  $d \mid a$  and  $d \mid b$ .

$\gcd(a, b)$  is always defined unless  $a = b = 0$  since 1 is a divisor of every integer, and the divisor of a non-zero number cannot be larger (in absolute value) than the number itself.

Question: Why isn't  $\gcd(0, 0)$  well defined?

## Computing the GCD

$\gcd(a, b)$  is easily computed if  $a$  and  $b$  are given in factored form.

Namely, let  $p_i$  be the  $i^{\text{th}}$  prime. Write  $a = \prod p_i^{e_i}$  and  $b = \prod p_i^{f_i}$ .  
Then

$$\gcd(a, b) = \prod p_i^{\min(e_i, f_i)}.$$

Example:  $168 = 2^3 \cdot 3 \cdot 7$  and  $450 = 2 \cdot 3^2 \cdot 5^2$ , so  
 $\gcd(168, 450) = 2 \cdot 3 = 6$ .

However, factoring is believed to be a hard problem, and no polynomial-time factorization algorithm is currently known. (If it were easy, then Eve could use it to break RSA, and RSA would be of no interest as a cryptosystem.)

## Euclidean algorithm

Fortunately,  $\gcd(a, b)$  can be computed efficiently without the need to factor  $a$  and  $b$  using the famous *Euclidean algorithm*.

Euclid's algorithm is remarkable, not only because it was discovered a very long time ago, but also because **it works without knowing the factorization** of  $a$  and  $b$ .

## Euclidean identities

The Euclidean algorithm relies on several identities satisfied by the gcd function. In the following, assume  $a > 0$  and  $a \geq b \geq 0$ :

$$\gcd(a, b) = \gcd(b, a) \quad (1)$$

$$\gcd(a, 0) = a \quad (2)$$

$$\gcd(a, b) = \gcd(a - b, b) \quad (3)$$

Identity 1 is obvious from the definition of gcd. Identity 2 follows from the fact that every positive integer divides 0. Identity 3 follows from the basic fact relating divides and addition on slide 8.

## Computing GCD without factoring

The Euclidean identities allow the problem of computing  $\gcd(a, b)$  to be reduced to the problem of computing  $\gcd(a - b, b)$ .

The new problem is “smaller” as long as  $b > 0$ .

The *size* of the problem  $\gcd(a, b)$  is  $|a| + |b|$ , the sum of the absolute value of the two arguments.

## An easy recursive GCD algorithm

```
int gcd(int a, int b)
{
    if ( a < b ) return gcd(b, a);
    else if ( b == 0 ) return a;
    else return gcd(a-b, b);
}
```

This algorithm is not very efficient, as you will quickly discover if you attempt to use it, say, to compute  $\text{gcd}(1000000, 2)$ .



## Repeated subtraction

Repeatedly applying identity (3) to the pair  $(a, b)$  until it can't be applied any more produces the sequence of pairs

$$(a, b), (a - b, b), (a - 2b, b), \dots, (a - qb, b).$$

The sequence stops when  $a - qb < b$ .

How many times you can subtract  $b$  from  $a$  while remaining non-negative?

Answer: The quotient  $q = \lfloor a/b \rfloor$ .

## Using division in place of repeated subtractions

The amount  $a - qb$  that is left after  $q$  subtractions is just the remainder  $a \bmod b$ .

Hence, one can go directly from the pair  $(a, b)$  to the pair  $(a \bmod b, b)$ .

This proves the identity

$$\gcd(a, b) = \gcd(a \bmod b, b). \quad (4)$$

## Full Euclidean algorithm

Recall the inefficient GCD algorithm.

```
int gcd(int a, int b) {  
    if ( a < b ) return gcd(b, a);  
    else if ( b == 0 ) return a;  
    else return gcd(a-b, b);  
}
```

The following algorithm is exponentially faster.

```
int gcd(int a, int b) {  
    if ( b == 0 ) return a;  
    else return gcd(b, a%b);  
}
```

Principal change: Replace  $\text{gcd}(a-b, b)$  with  $\text{gcd}(b, a\%b)$ .

Besides collapsing repeated subtractions, we have  $a \geq b$  for all but the top-level call on  $\text{gcd}(a, b)$ . This eliminates roughly half of the remaining recursive calls.

## Complexity of GCD

The new algorithm requires at most in  $O(n)$  stages, where  $n$  is the sum of the lengths of  $a$  and  $b$  when written in binary notation, and each stage involves at most one remainder computation.

The following iterative version eliminates the stack overhead:

```
int gcd(int a, int b) {
    int aa;
    while (b > 0) {
        aa = a;
        a = b;
        b = aa % b;
    }
    return a;
}
```

## Relatively prime numbers

Two integers  $a$  and  $b$  are *relatively prime* if they have no common prime factors.

Equivalently,  $a$  and  $b$  are *relatively prime* if  $\gcd(a, b) = 1$ .

Let  $\mathbf{Z}_n^*$  be the set of integers in  $\mathbf{Z}_n$  that are relatively prime to  $n$ , so

$$\mathbf{Z}_n^* = \{a \in \mathbf{Z}_n \mid \gcd(a, n) = 1\}.$$

Example:

$$\mathbf{Z}_{21}^* = \{1, 2, 4, 5, 8, 10, 11, 13, 16, 17, 19, 20\}.$$

## Euler's totient function $\phi(n)$

$\phi(n)$  is the cardinality (number of elements) of  $\mathbf{Z}_n^*$ , i.e.,

$$\phi(n) = |\mathbf{Z}_n^*|.$$

Example:  $\phi(21) = |\mathbf{Z}_{21}^*| = 12$ .

Go back and count them!

## Properties of $\phi(n)$

1. If  $p$  is prime, then

$$\phi(p) = p - 1.$$

2. More generally, if  $p$  is prime and  $k \geq 1$ , then

$$\phi(p^k) = p^k - p^{k-1} = (p - 1)p^{k-1}.$$

3. If  $\gcd(m, n) = 1$ , then

$$\phi(mn) = \phi(m)\phi(n).$$

Example:  $\phi(126)$ 

Can compute  $\phi(n)$  for all  $n \geq 1$  given the factorization of  $n$ .

$$\begin{aligned}\phi(126) &= \phi(2) \cdot \phi(3^2) \cdot \phi(7) \\ &= (2 - 1) \cdot (3 - 1)(3^{2-1}) \cdot (7 - 1) \\ &= 1 \cdot 2 \cdot 3 \cdot 6 = 36.\end{aligned}$$

The 36 elements of  $\mathbf{Z}_{126}^*$  are:

1, 5, 11, 13, 17, 19, 23, 25, 29, 31, 37, 41, 43, 47, 53, 55,  
59, 61, 65, 67, 71, 73, 79, 83, 85, 89, 95, 97, 101, 103,  
107, 109, 113, 115, 121, 125.



## A formula for $\phi(n)$

Here is an explicit formula for  $\phi(n)$ .

### Theorem

Write  $n$  in factored form, so  $n = p_1^{e_1} \cdots p_k^{e_k}$ , where  $p_1, \dots, p_k$  are distinct primes and  $e_1, \dots, e_k$  are positive integers.<sup>2</sup> Then

$$\phi(n) = (p_1 - 1) \cdot p_1^{e_1 - 1} \cdots (p_k - 1) \cdot p_k^{e_k - 1}.$$

**Important:** For the product of distinct primes  $p$  and  $q$ ,

$$\phi(pq) = (p - 1)(q - 1).$$

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<sup>2</sup>By the fundamental theorem of arithmetic, every integer can be written uniquely in this way up to the ordering of the factors.