### BILL, RECORD LECTURE!!!!

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# Math Needed for Both Diffie-Hellman and RSA

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#### Notation

Let p be a prime.

- 1.  $\mathbb{Z}_p$  is the numbers  $\{0, \ldots, p-1\}$  with mod add and mult.
- 2.  $\mathbb{Z}_p^*$  is the numbers  $\{1, \ldots, p-1\}$  with mod mult.

**Convention** By **prime** we will always mean a large prime, so in particular, NOT 2. Hence we can assume  $\frac{p-1}{2}$  is in  $\mathbb{N}$ .

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5. (Now have  $a^{n_02^0}, \ldots, a^{n_L2^L}$ ) Answer is  $a^{n_02^0} \times \cdots \times a^{n_L2^L}$ 

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The next step takes only two multiplications:

$$17^{265} \equiv 17^{2^8} \times 17^{2^3} \times 17^{2^0} \equiv 84 \times 36 \times 17 \equiv 100$$

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**Point:** Step 2 took < lg(265) steps since base-2 rep had few 1's.

### An Important Point That Some Students Missed

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Kunal In repeated squaring you are supposed to do the MOD p at EVERY STEP. Half of the students who emailed were doing the exponentiation and THEN doing the MOD p, so they had really large intermediary numbers which slowed things down.

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**Bill** I will emphasize that in class when I do the review.

# Generators and Discrete Logarithms

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Formally Discrete Log is...

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Recall

- A good alg would be time  $(\log p)^{O(1)}$ .
- A bad alg would be time  $p^{O(1)}$ .
- If an algorithm is in time (say) p<sup>1/10</sup> still not efficient but will force Alice and Bob to up their game.

Input is (g, a, p).



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Good Candidate for a hard problem for Eve.

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- 3. If  $g, a \in \{\frac{p}{3}, \dots, \frac{2p}{3}\}$  then problem suspected hard.
- 4. **Tradeoff:** By restricting *a* we are cutting down search space for Eve. Even so, in this case we need to since she REALLY can recognize when DL is easy.

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Alice and Bob do Exponentiation mod p to encrypt and decrypt.

Eve has to do Discrete Log to crack it.

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No. But we'll come close.

#### Convention

For the rest of the slides on **Diffie-Hellman Key Exchange** there will always be a prime *p* that we are considering.

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**ALL** math done from that point on is mod *p*.

**ALL** numbers are in  $\{1, \ldots, p-1\}$ .

# **Finding Generators**

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**Problem** Given *p*, find *g* such that

- g generates  $\mathbb{Z}_p^*$ .
- $g \in \{\frac{p}{3}, \dots, \frac{2p}{3}\}$ . (We ignore floors and ceilings for notational convenience.)

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We could test  $\frac{p}{3}$ , then  $\frac{p}{3} + 1$ , etc. Will we hit a generator soon? **How many elts of {1,..., p - 1} are gens?**  $\Theta(\frac{p}{\log \log p})$ Hence if you just look for a gen you will find one soon.

# Finding Gens: Useful Theorem

**Theorem:** If g is **not** a generator then there exists x that

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### Finding Gens: Useful Theorem

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So want to use a prime p such that p-1 is easy to factor.

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## **Finding Gens: Final Attempt**

Given prime p, find a gen for  $\mathbb{Z}_p^*$ 



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- 6. **Goal Two** Finding a Safe Prime: Given *L* we will want to quickly generate a safe prime of bit-length *L*.

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There are an infinite number of Carmichael numbers, but they are rare.

#### **Generating Primes**

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**CON** Tests lots of numbers that are obv not prime—e.g, evens. **CAVEAT** Can make sure never test evens. Won't do that in this rev.