## BILL START RECORDING

## Pollard's $\rho$ Algorithm for Factoring (1975)

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$\operatorname{gcd}(x-y, N)$ will likely yield a nontrivial factor of $N$ since $p$ divides both.

We look at several approaches to finding such an $x, y$ that do not work before presenting the approach that does work.

## Approach 1: Rand Seq mod $p$, Intuition

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Hope to get a YES.
If get YES then do

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\operatorname{gcd}\left(x_{i}-x_{j}, N\right)
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d \leftarrow \operatorname{gcd}\left(x_{i}-x_{j}, N\right)
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ADJUST: Always do GCD.

## Approach 2: Rand Seq mod $p$, W/O $p$, Intuition

Generate random sequence $x_{1}, x_{2}, \ldots \in\{0, \ldots, N-1\}$.
Every time you get a new $x_{i}$, do, for all $1 \leq j \leq i-1$,

$$
\operatorname{gcd}\left(x_{i}-x_{j}, N\right)
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So do not need to know $p$. And if $x_{i} \equiv x_{j}(\bmod p)$, you'll get a factor.

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```
\(x_{1} \leftarrow \operatorname{rand}(1, N-1) i \leftarrow 2\)
while TRUE
    \(x_{i} \leftarrow \operatorname{rand}(1, N-1)\)
    for \(j \leftarrow 1\) to \(i-1\)
        \(d=\operatorname{gcd}\left(x_{i}-x_{j}, N\right)\)
        if \(d \neq 1\) and \(d \neq N\) then break
    \(i \leftarrow i+1\)
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CON: Iteration $i$ makes $i^{2}$ operations. Total number of operations:

$$
\sum_{i=1}^{N^{1 / 4}} i^{2} \sim\left(N^{1 / 4}\right)^{3} \sim N^{3 / 4} \mathrm{BAD}:-(
$$

## Another Issue: Space

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CON: After Iteration $i$ need to store $x_{1}, \ldots, x_{i}$. Since $\sim N^{1 / 4}$ iterations this is $N^{1 / 4}$ space. Too much space :-(

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- The sequence $x_{1}, x_{2}, x_{3}$ will hopefully be random enough that the bday paradox applies. We use the informal term random looking for this.


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CON Time still a problem :-(

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We want to find $i, j \leq N^{1 / 4}$ such that $x_{i} \equiv x_{j}(\bmod p)$.

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Key $x_{i}$ computed via recurrence so $x_{i}=x_{j} \Longrightarrow x_{i+a}=x_{j+a}$.

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We want to find $i, j \leq N^{1 / 4}$ such that $x_{i} \equiv x_{j}(\bmod p)$. Key $x_{i}$ computed via recurrence so $x_{i}=x_{j} \Longrightarrow x_{i+a}=x_{j+a}$.
Lemma If exists $i<j \leq M$ with $x_{i} \equiv x_{j}$ then exists $k \leq M$ such that $x_{k} \equiv x_{2 k}$.

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Rand Looking Sequence $x_{1}, c$ chosen at random in $\{1, \ldots, N\}$, then $x_{i}=x_{i-1} * x_{i-1}+c(\bmod N)$.

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Trying all pairs is too much time.
Important If there is a pair then there is a pair of form $x_{i}, x_{2 i}$.

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Idea Only try pairs of form $\left(x_{i}, x_{2 i}\right)$.

## Almost Final Algorithm

Define $f_{c}(x) \leftarrow x * x+c(\bmod N)$
$x \leftarrow \operatorname{rand}(1, N-1), c \leftarrow \operatorname{rand}(1, N-1), y \leftarrow f_{c}(x)$ while TRUE

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Final algorithm on next slide.

## Final Algorithm

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PRO By Bday Paradox will likely finish in $N^{1 / 4}$ steps.
CON No real cons, but is $N^{1 / 4}$ fast enough?

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- Why still unproven:
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- Irene, Radhika, and Emily have not worked on it yet.


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Why is it important to learn why it works in theory?

1. Make sure it really works. This is low-priority. Hey! It works!
2. If we know how it works in theory then perhaps can improve it. This is high-priority. Commonly theory and practice work together to improve both.

## BILL STOP RECORDING

