# BILL START RECORDING

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

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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.

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Hope to get a YES.

If get YES then do

$$\gcd(x_i-x_j,N).$$

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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 if x_i \equiv x_j \pmod{p} then d \leftarrow \gcd(x_i - x_j, N) if d \neq 1 and d \neq N then break i \leftarrow i+1 output(d)
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**PRO:** Bday paradox:  $x_i$ 's are balls, mod p are boxes. So likely to find  $x_i \equiv x_i \pmod{p}$  within  $p^{1/2} \sim N^{1/4}$  iterations.

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find x_i \equiv x_i \pmod{p} within p^{1/2} \sim N^{1/4} iterations.
CON: Need to already know p. Darn!
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  $1 \le j \le i - 1$ ,

$$\gcd(x_i-x_j,N).$$

So do not need to know p. And if  $x_i \equiv x_j \pmod{p}$ , you'll get a factor.

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

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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 = \gcd(x_i - x_j, N) if d \neq 1 and d \neq N then break i \leftarrow i+1 output(d)
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**CON:** Iteration i makes  $i^2$  operations. Total number of operations:

$$\sum_{i=1}^{N^{1/4}} i^2 \sim (N^{1/4})^3 \sim N^{3/4} \; {\sf BAD} : \text{-(} \; .$$

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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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PRO Empirically seq x_1, x_2 is random enough, so N^{1/4} iterations.
PRO Space not a problem.
CON Time still a problem :-(
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**Lemma** If exists  $i < j \le M$  with  $x_i \equiv x_j$  then exists  $k \le M$  such that  $x_k \equiv x_{2k}$ .

#### Recap

Rand Looking Sequence  $x_1$ , c chosen at random in  $\{1, \ldots, N\}$ , then  $x_i = x_{i-1} * x_{i-1} + c \pmod{N}$ .

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**Important** If there is a pair then there is a pair of form  $x_i, x_{2i}$ .

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**Idea** Only try pairs of form  $(x_i, x_{2i})$ .

# **Almost Final Algorithm**

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Define f_c(x) \leftarrow x * x + c \pmod{N}

x \leftarrow \operatorname{rand}(1, N-1), c \leftarrow \operatorname{rand}(1, N-1), y \leftarrow f_c(x)

while TRUE

x \leftarrow f_c(x)

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This does not quite work. If d = N then the algorithm may run a long time. The values of x, c are not good! Hence if d = n then we need to start over again with a new value of x, c.

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Final algorithm on next slide.

## **Final Algorithm**

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while TRUF
   x \leftarrow f_c(x)
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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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  - 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!
- 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