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The Same *N* Attack on RSA

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RSA

Let L be a security parameter

- 1. Alice picks two primes p, q of length L and computes N = pq.
- 2. Alice computes $\phi(N) = \phi(pq) = (p-1)(q-1)$. Denote by *R*.
- 3. Alice picks an $e \in \{\frac{R}{3}, \dots, \frac{2R}{3}\}$ that is relatively prime to R. Alice finds d such that $ed \equiv 1 \pmod{R}$.
- 4. Alice broadcasts (N, e). (Bob and Eve both see it.)
- 5. Bob: To send $m \in \{1, \ldots, N-1\}$, send $m^e \pmod{N}$.
- 6. If Alice gets $m^e \pmod{N}$ she computes

$$(m^e)^d \equiv m^{ed} \equiv m^{ed \mod R} \equiv m^{1 \mod R} \equiv m \pmod{N}$$

Review of RSA Attacks

1. If same $e, e \leq L$. Low-e attack. Response Large e.

2. If same $e, m^e < N_1 \cdots N_L$. Low-e attack. Response Pad m.

- 3. NY,NY problem. Leaks info. Response Rand Pad m
- 4. Timing Attacks. Response Rand Pad time.

Note items 1 and 2:

e same but N's Different

How about

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Surely that can't be a problem!

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- 2. Zelda is sending messages to Bob using (1147, 408)
- 3. Note that 341 and 408 are relatively prime. Bad idea?

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- 2. Zelda is sending messages to Bob using (1147,408)
- 3. Note that 341 and 408 are relatively prime. Bad idea?

Zelda sends m to both Alice and Bob. Eve sees

- 1. $m^{341} \pmod{1147}$
- 2. $m^{408} \pmod{1147}$

341 and 408 are Rel Prime

341, 408 are relatively prime. Lets find combo that adds to 1.



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1. Zelda & Alice use: (1147, 341). Zelda & Bob use (1147, 408).

- 2. Zelda sends m to Alice via $m^{341} \pmod{1147}$.
- 3. Zelda sends m to Bob via m^{408} (mod 1147).

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Find inverse of $m^{341} \mod 1147$. We call this m^{-341} .

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Wow Eve found *m* without factoring!

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Example $27 \times 35 - 17 \times 100 + 6 \times 126 = 1$

Zelda sends m to Alice, Bob, and Carol. Eve sees

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 e_1, e_2 rel prime, so find $x_1, x_2 \in \mathbb{Z}$: $e_1x_1 + e_2x_2 = 1$.

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Recap of What We've Done So Far

We did

- 1. Concrete example with Zelda sending to 2 people.
- 2. Concrete example with Zelda sending to 3 people.
- 3. General case with Zelda sending to 2 people.

We did not do

- 1. General case with Zelda Sending to 3 people.
- 2. General case with Zelda Sending to L people.

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Work on the *L*-case is with your neighbor.

- 1. Zelda is sending messages to A_i using (N, e_i) .
- 2. e_1, \ldots, e_L are rel prime (Bad idea!).

Zelda sends m to A_1, \ldots, A_L . Eve sees, for $1 \le i \le L$, m^{e_i} (mod N).

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$$(m^{e_1})^{x_1} \times \cdots \times (m^{e_L})^{x_L} \equiv m^{\sum_{i=1}^L e_i x_i} \equiv m^1 \equiv m \pmod{N}.$$

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Caveat if $x_i < 0$ need m^{e_i} to have inverse mod N. **Big Caveat** How to find x_1, \ldots, x_L ? (Next Slide)

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Caveat if $x_i < 0$ need m^{e_i} to have inverse mod N. **Big Caveat** How to find x_1, \ldots, x_L ? (Next Slide) **Wow** Eve found m without factoring N.

Finding x_1, \ldots, x_L

Problem Given e_1, \ldots, e_L rel prime, find $x_1, \ldots, x_L \in \mathbb{Z}$ such that $\sum_{i=1}^{L} x_i e_i = 1$.

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Your thoughts on this?

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Problem Given e_1, \ldots, e_L rel prime, find $x_1, \ldots, x_L \in \mathbb{Z}$ such that $\sum_{i=1}^{L} x_i e_i = 1$.

Your thoughts on this? What you should be thinking Bill, do an example!



Recall If *a*, *b* rel prime then exists x_1, x_2 , $ax_1 + bx_2 = 1$. **Generalization ONE** Let d = GCD(a, b).

Then exists x_1, x_2 such that $ax_1 + bx_2 = d$. Good News Euclidean Alg finds d, x_1, x_2 .

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What About GCD(a, b, c)? Generalization TWO Let d = GCD(a, b, c). Then exists x_1, x_2, x_3 such that $ax_1 + bx_2 + cx_3 = d$.

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Generalization TWO Let d = GCD(a, b, c).

Then exists x_1, x_2, x_3 such that $ax_1 + bx_2 + cx_3 = d$.

Example We find a combination of 35, 100, 126 that sums to 1.

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1. Find x_1, x_2 such that $35x_1 + 100x_2 = 5$ (5=GCD(35,100))

 $35\times3-100=\textbf{5}$

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1. Find x_1, x_2 such that $35x_1 + 100x_2 = 5$ (5=GCD(35,100))

 $35 \times 3 - 100 = 5$

2. Find y_1, y_2 such that $5y_1 + 126y_2 = 1$

 $-25 \times 5 + 126 = 1$

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 $35 \times 3 - 100 = 5$

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 $-25 \times 5 + 126 = 1$

3.

$$-25 \times (35 \times 3 - 100) + 126 = 1$$

 $-75 \times 35 + 25 \times 100 + 1 \times 126 = 1$

Note This is diff sol than got earlier. There are many solutions.

Algorithm for x_1, x_2, x_3

This will be on a HW



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- 4. Randomly pad time to ward off timing attacks.

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