

# **ENEE 459-C**

## **Computer Security**

**Random number generation  
and intro to number theory**



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# Randomness is important!

- The keystream in the one-time pad
- The secret key used in ciphers

# Pseudo-random Number Generator

- Pseudo-random number generator:
  - A polynomial-time computable function  $f(x)$  that expands a short random string  $x$  into a long string  $f(x)$  that appears random
- Not truly random in that:
  - Deterministic algorithm
  - Dependent on initial values
- Anyone who considers arithmetical methods of producing random digits is, of course, in a state of sin."  
– John von Neumann
- Objectives
  - Fast
  - Secure

# Pseudo-random Number Generator

- Classical PRNGs
  - Linear Congruential Generator
- Cryptographically Secure PRNGs
  - Blum-Micali Generator

# Linear Congruential Generator - Algorithm

- Based on the linear recurrence:

$$x_i = a x_{i-1} + b \pmod{m} \quad i \geq 1$$

Where

$x_0$  is the seed or start value

$a$  is the multiplier

$b$  is the increment

$m$  is the modulus

Output

$(x_1, x_2, \dots, x_k)$

$y_i = x_i \pmod{2}$

$Y = (y_1 y_2 \dots y_k) \leftarrow$  pseudo-random sequence of  $K$  bits

# Linear Congruential Generator - Example

- Let  $x_n = 3x_{n-1} + 5 \pmod{31}$   $n \geq 1$ , and  $x_0 = 2$ 
  - 3 and 31 are relatively prime, one-to-one (affine cipher)
  - 31 is prime, order is 30
- Then we have the 30 residues in a cycle:
  - 2, 11, 7, 26, 21, 6, 23, 12, 10, 4, 17, 25, 18, 28, 27, 24, 15, 19, 0, 5, 20, 3, 14, 16, 22, 9, 1, 8, 29, 30
- Pseudo-random sequences of 10 bits
  - when  $x_0 = 2$   
01101010001
  - When  $x_0 = 3$   
10001101001

# Linear Congruential Generator - Security

- Fast, but insecure
  - Sensitive to the choice of parameters  $a$ ,  $b$ , and  $m$
  - Serial correlation between successive values
  - Short period, often  $m=2^{32}$  or  $m=2^{64}$

# Linear Congruential Generator - Application

- Used commonly in compilers
  - `Rand()`
- Not suitable for high-quality randomness applications
- Not suitable for cryptographic applications
  - Use cryptographically secure pseudo-random number generators



# Multiplicative group

- A set of elements where multiplication is defined
- It is a closed set
- Every element has an inverse
- Example:
  - $Z^*_7 = \{1,2,3,4,5,6\} \pmod{7}$
  - $Z^*_{10} = \{1,3,7,9\} \pmod{10}$
- Find inverses

# Order of a multiplicative group

- *Order of a group: Number of elements contained in the group*
- *What is the order of  $Z^*_p = \{1, 2, \dots, p-1\}$*
- The multiplicative group for  $Z_n$ , denoted with  $Z^*_n$ , is the subset of elements of  $Z_n$  relatively prime with  $n$
- The totient function of  $n$ , denoted with  $\phi(n)$ , is the size of  $Z^*_n$
- For a generator of a group  $g$ , it is:  $g^{\phi(n)} = 1 \pmod N$
- Also all elements in the group can be written as  $g^i$
- If  $N = pq$  ( $p$  and  $q$  are primes),  $\phi(N) = (p-1)(q-1)$
- Also, if  $p$  prime  $\phi(p) = p-1$
- Difficult problem: Given  $N$ , find  $p$  and  $q$  or  $\phi(N)$
- Example

$$Z^*_{10} = \{ 1, 3, 7, 9 \}$$

$$\phi(10) = 4$$

- If  $p$  is prime, we have

$$Z^*_p = \{ 1, 2, \dots, (p-1) \}$$

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

# Fermat's Little Theorem

## Theorem

Let  $p$  be a prime. For each nonzero  $x$  of  $\mathbb{Z}_p$ , we have  $x^{p-1} \bmod p = 1$

- Example ( $p = 5$ ):

$$1^4 \bmod 5 = 1$$

$$2^4 \bmod 5 = 16 \bmod 5 = 1$$

$$3^4 \bmod 5 = 81 \bmod 5 = 1$$

$$4^4 \bmod 5 = 256 \bmod 5 = 1$$

## Corollary

Let  $p$  be a prime. For each nonzero residue  $x$  of  $\mathbb{Z}_p$ , the multiplicative inverse of  $x$  is  $x^{p-2} \bmod p$

Proof

$$x(x^{p-2} \bmod p) \bmod p = xx^{p-2} \bmod p = x^{p-1} \bmod p = 1$$

# Euler's Theorem

## Euler's Theorem

For each element  $x$  of  $Z_n^*$ , we have  $x^{\phi(n)} \bmod n = 1$

- Example ( $n = 10$ )

$$3^{\phi(10)} \bmod 10 = 3^4 \bmod 10 = 81 \bmod 10 = 1$$

$$7^{\phi(10)} \bmod 10 = 7^4 \bmod 10 = 2401 \bmod 10 = 1$$

$$9^{\phi(10)} \bmod 10 = 9^4 \bmod 10 = 6561 \bmod 10 = 1$$

# Computing in the exponent

- For the multiplicative group  $Z_{n'}^*$ , we can compute in the exponent modulo  $\phi(n)$
- Corollary: For  $Z_{p'}^*$ , we can compute in the exponent modulo  **$p-1$**
- Example

$$Z_{10}^* = \{1, 3, 7, 9\} \quad \phi(10) = 4$$

$$3^{1590} \bmod 10 = 3^{(1590 \bmod 4)} \bmod 10 = 3^2 \bmod 10 = 9$$

How about  $2^8 \bmod 10$ ?

- Example for  $p=19$

$$Z_p^* = \{1, 2, \dots, (p-1)\} \quad \phi(p) = p-1$$

$$15^{39} \bmod 19 = 15^{(39 \bmod 18)} \bmod 19 = 15^3 \bmod 19 = 12$$

# Cryptographically Secure

- Passing the next-bit test
  - Given the first  $k$  bits of a string generated by PRBG, there is no polynomial-time algorithm that can correctly predict the next  $(k+1)^{\text{th}}$  bit with probability significantly greater than  $\frac{1}{2}$
  - Next-bit unpredictable

# Blum-Micali Generator - Security

- Blum-Micali Generator is provably secure
  - It is difficult to predict the next bit in the sequence given the previous bits, assuming it is difficult to invert the discrete logarithm function (by reduction)

# Blum-Micali Generator - Concept

- Discrete logarithm
  - Let  $p$  be an odd prime, then  $(\mathbb{Z}_p^*, \cdot)$  is a cyclic group with order  $p-1$
  - Let  $g$  be a generator of the group, then  $|\langle g \rangle| = p-1$ , and for any element  $a$  in the group, we have  $g^k = a \pmod p$  for some integer  $k$
  - If we know  $k$ , it is easy to compute  $a$
  - However, the inverse is hard to compute, that is, if we know  $a$ , it is hard to compute  $k = \log_g a$
- Example
  - $(\mathbb{Z}_{17}^*, \cdot)$  is a cyclic group with order 16, 3 is the generator of the group and  $3^{16} = 1 \pmod{17}$
  - Let  $k=4$ ,  $3^4 = 13 \pmod{17}$ , which is easy to compute
  - The inverse:  $3^k = 13 \pmod{17}$ , what is  $k$ ? what about large  $p$ ?



# Blum-Micali Generator - Algorithm

- Based on the discrete logarithm one-way function:
  - Let  $p$  be an odd prime, then  $(\mathbb{Z}_p^*, \cdot)$  is a cyclic group
  - Let  $g$  be a generator of the group, then for any element  $a$ , we have  $g^k = a \pmod p$  for some  $k$
  - Let  $x_0$  be a seed

$$x_i = g^{x_{i-1}} \pmod p \quad i \geq 1$$

## Output

$$(x_1, x_2, \dots, x_k)$$

$$y_i = 1 \quad \text{if } x_i \geq (p-1)/2$$

$$y_i = 0 \quad \text{otherwise}$$

$$Y = (y_1 y_2 \dots y_k) \quad \leftarrow \text{pseudo-random sequence of } K \text{ bits}$$

# Euclid's GCD Algorithm

- Euclid's algorithm for computing the GCD repeatedly applies the formula

$$\gcd(a, b) = \gcd(b, a \bmod b)$$

- Example
  - $\gcd(412, 260) = 4$

**Algorithm** *EuclidGCD*( $a, b$ )

**Input** integers  $a$  and  $b$

**Output**  $\gcd(a, b)$

**if**  $b = 0$

**return**  $a$

**else**

**return** *EuclidGCD*( $b, a \bmod b$ )

a	412	260	152	108	44	20	4
b	260	152	108	44	20	4	0

# Proof of correctness

**Algorithm** *EuclidGCD*( $a, b$ )

**Input** integers  $a$  and  $b$

**Output**  $\text{gcd}(a, b)$

**if**  $b = 0$

**return**  $a$

**else**

**return** *EuclidGCD*( $b, a \bmod b$ )

- We need to prove that  $\text{GCD}(\mathbf{a}, \mathbf{b}) = \text{GCD}(\mathbf{b}, \mathbf{a} \bmod \mathbf{b})$
- FACTS
  - Every divisor of  $\mathbf{a}$  and  $\mathbf{b}$  is a divisor of  $\mathbf{b}$  and  $(\mathbf{a} \bmod \mathbf{b})$ : This is because  $(\mathbf{a} \bmod \mathbf{b})$  can be written as the sum of  $\mathbf{a}$  and a multiple of  $\mathbf{b}$ , i.e.,  $\mathbf{a} \bmod \mathbf{b} = \mathbf{a} + k\mathbf{b}$ , for some integer  $k$ .
  - Similarly, every divisor of  $\mathbf{b}$  and  $(\mathbf{a} \bmod \mathbf{b})$  is a divisor of  $\mathbf{a}$  and  $\mathbf{b}$ : This is because  $\mathbf{a}$  can be written as the sum of  $(\mathbf{a} \bmod \mathbf{b})$  and a multiple of  $\mathbf{b}$ , i.e.,  $\mathbf{a} = k\mathbf{b} + (\mathbf{a} \bmod \mathbf{b})$ , for some integer  $k$ .
  - Therefore the set of all divisors of  $\mathbf{a}$  and  $\mathbf{b}$  is **the same** with the set of all divisors of  $\mathbf{b}$  and  $(\mathbf{a} \bmod \mathbf{b})$ . Thus the greatest should also be the same.

# Multiplicative Inverses (1)

- The residues modulo a positive integer  $n$  are the set

$$\mathbb{Z}_n = \{0, 1, 2, \dots, (n - 1)\}$$

- Let  $x$  and  $y$  be two elements of  $\mathbb{Z}_n$  such that

$$xy \bmod n = 1$$

We say that  $y$  is the multiplicative inverse of  $x$  in  $\mathbb{Z}_n$  and we write  $y = x^{-1}$

- Example:
  - Multiplicative inverses of the residues modulo 11

$x$	0	1	2	3	4	5	6	7	8	9	10
$x^{-1}$		1	6	4	3	9	2	8	7	5	10

# Multiplicative Inverses (2)

## Theorem

An element  $x$  of  $\mathbb{Z}_n$  has a multiplicative inverse if and only if  $x$  and  $n$  are relatively prime

### Example

- The elements of  $\mathbb{Z}_{10}$  with a multiplicative inverse are 1, 3, 7, 9

## Corollary

If  $p$  is prime, every nonzero residue in  $\mathbb{Z}_p$  has a multiplicative inverse

## Theorem

A variation of Euclid's GCD algorithm computes the multiplicative inverse of an element  $x$  of  $\mathbb{Z}_n$  or determines that it does not exist

$x$	0	1	2	3	4	5	6	7	8	9
$x^{-1}$		1		7				3		9

# Extended Euclidean algorithm

## Theorem

Given positive integers  $a$  and  $b$ , let  $d$  be the smallest positive integer such that

$$d = ia + jb$$

for some integers  $i$  and  $j$ .

We have

$$d = \gcd(a, b)$$

## ■ Example

- $a = 21$
- $b = 15$
- $d = 3$
- $i = 3, j = -4$
- $3 = 3 \cdot 21 + (-4) \cdot 15 = 63 - 60 = 3$

**Algorithm** *Extended-Euclid*( $a, b$ )

**Input** integers  $a$  and  $b$

**Output**  $\gcd(a, b)$ ,  $i$  and  $j$

*such that  $ia + jb = \gcd(a, b)$*

**if**  $b = 0$

**return**  $(a, 1, 0)$

$(d', x', y') = \text{Extended-Euclid}(b, a \bmod b)$

$(d, x, y) = (d', y', x' - [a/b]y')$

**return**  $(d, x, y)$

# Computing multiplicative inverses

- Compute the multiplicative inverse of  $a$  in  $Z_b$
- Given two numbers  $\mathbf{a}$  and  $\mathbf{b}$ , there exist integers  $x$  and  $y$  such that
  - $\mathbf{xa + yb = gcd(a,b)}$
- Can be computed efficiently with the Extended Euclidean algorithm
- To compute the multiplicative inverse of  $a$  in  $Z_b$ , use the Extended Euclidean algorithm to compute  $x$  and  $y$  such that  $\mathbf{xa + yb = 1}$
- Then  $x$  the multiplicative inverse of  $a$  in  $Z_b$

# Powers

- Let  $p$  be a prime
- The sequences of successive powers of the elements of  $\mathbb{Z}_p$  exhibit repeating subsequences
- The sizes of the repeating subsequences and the number of their repetitions are the divisors of  $p - 1$
- Example ( $p = 7$ )

$x$	$x^2$	$x^3$	$x^4$	$x^5$	$x^6$
1	1	1	1	1	1
2	4	1	2	4	1
3	2	6	4	5	1
4	2	1	4	2	1
5	4	6	2	3	1
6	1	6	1	6	1



# Review of Secret Key (Symmetric) Cryptography

- Confidentiality
  - block ciphers with encryption modes
- Integrity
  - Message authentication code (keyed hash functions)
- Limitation: sender and receiver must share the same key
  - Needs secure channel for key distribution
  - Impossible for two parties having no prior relationship
  - Needs many keys for  $n$  parties to communicate

# Concept of Public Key Encryption

- Each party has a pair  $(K, K^{-1})$  of keys:
  - $K$  is the **public** key, and used for encryption
  - $K^{-1}$  is the **private** key, and used for decryption
  - Satisfies  $D_{K^{-1}}[E_K[M]] = M$
- Knowing the public-key  $K$ , it is computationally infeasible to compute the private key  $K^{-1}$ 
  - **Easy to check  $K, K^{-1}$  is a pair**
- The public-key  $K$  may be made publicly available, e.g., in a publicly available directory
  - Many can encrypt, only one can decrypt
- Public-key systems aka *asymmetric* crypto systems

# Public Key Cryptography Early History

- Proposed by Diffie and Hellman, documented in “New Directions in Cryptography” (1976)
  1. Public-key encryption schemes
  2. Key distribution systems
    - Diffie-Hellman key agreement protocol
  3. Digital signature
- Public-key encryption was proposed in 1970 in a classified paper by James Ellis
  - paper made public in 1997 by the British Governmental Communications Headquarters
- Concept of digital signature is still originally due to Diffie & Hellman

# Public Key Encryption Algorithms

- Almost all public-key encryption algorithms use either number theory and modular arithmetic, or elliptic curves
- RSA
  - based on the hardness of factoring large numbers
- El Gamal
  - Based on the hardness of solving discrete logarithm
  - Use the same idea as Diffie-Hellman key agreement