

Groups for PKE: A Quick Primer

Discrete Log and DDH Assumptions,
Candidate Trapdoor One-Way Permutations

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 - Examples: \mathbb{Z} (integers, with addition operation; infinite group), \mathbb{Z}_N (integers modulo N), G^n (G group; coordinate-wise op)

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- For collection of groups: GroupGen, an algorithm to select a group

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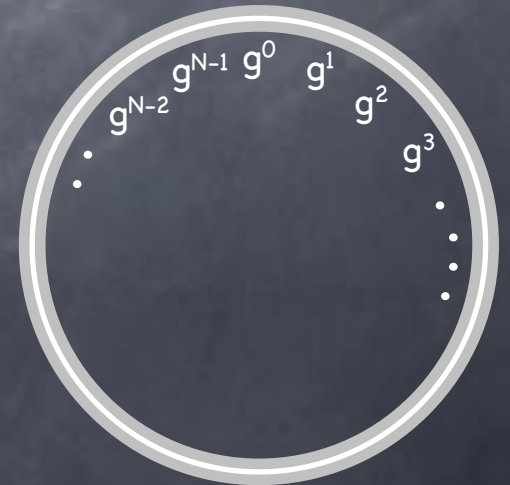
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 - Number of generators of $\mathbb{Z}_N =: \varphi(N)$



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 - (Also cyclic for certain other values of N)

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 - But given X and g , **may not be easy** to find x (depending on G)

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 - A “key-recovery” attack

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 - i.e., the isomorphism from \mathbb{Z}_p^* (in “std rep.”) to \mathbb{Z}_N is hard to evaluate

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 - e.g.: DLA is widely assumed to hold in \mathbb{Z}_p^* (p prime), but DDH assumption doesn't hold there!

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- How about in a subgroup of \mathbb{Z}_p^* such that all are QRs?

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 - Hence one-wayness will rely on hardness of factoring (and more)

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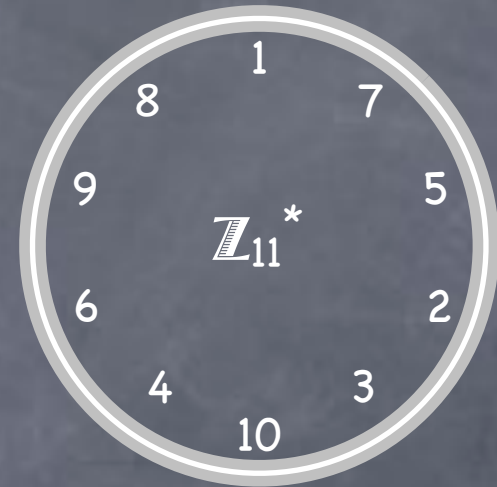
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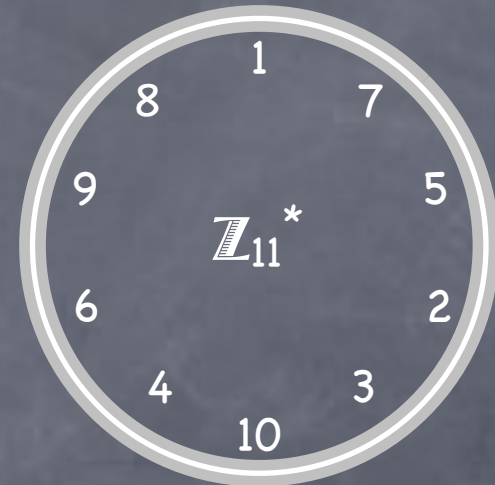
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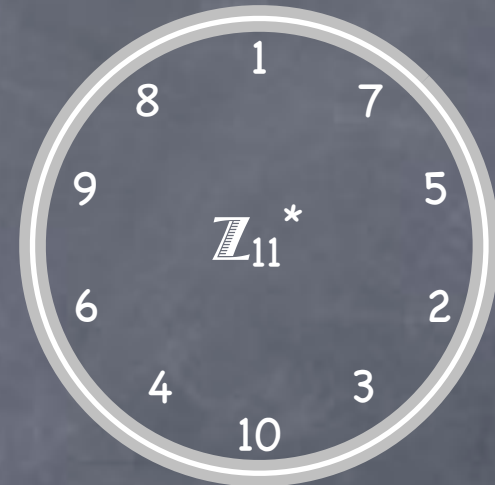
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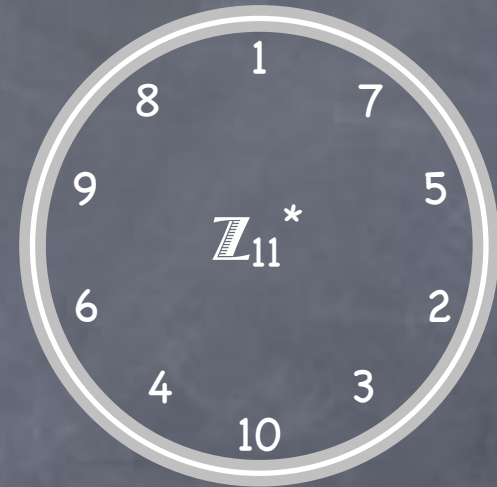
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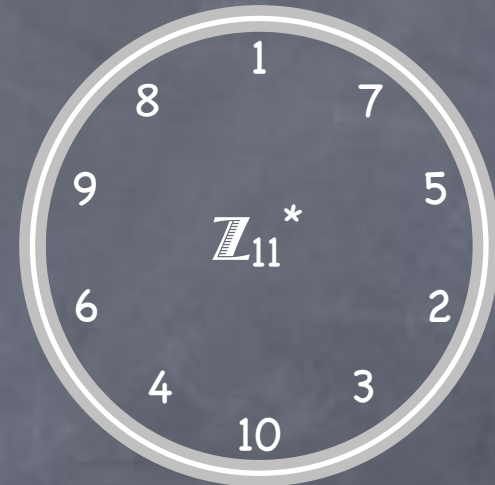
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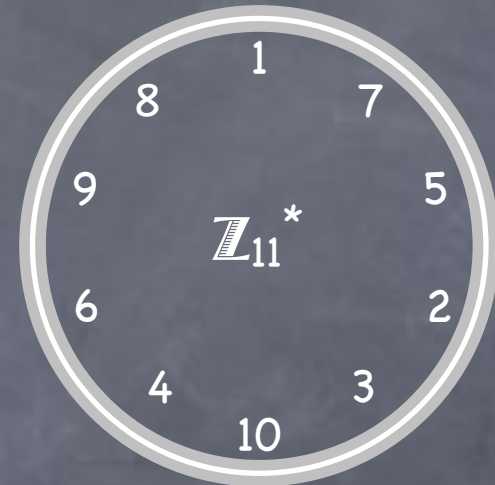


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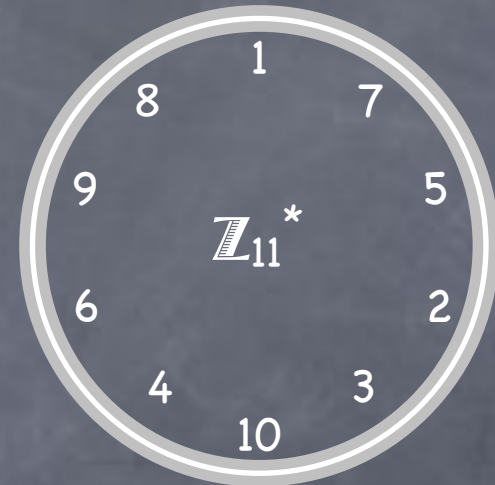


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2	2	2

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- In general for $N=PQ$ (P, Q relatively prime), $a \mapsto (a \bmod P, a \bmod Q)$ maps the N elements to the N distinct pairs
 - In fact extends to product of more than two (relatively prime) numbers

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Chinese Remainder Theorem and \mathbb{Z}_N

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2	2	2
3	0	3
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- CRT representation of \mathbb{Z}_N : every element of \mathbb{Z}_N can be written as a unique element of $\mathbb{Z}_p \times \mathbb{Z}_q$

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 - $(a,b) \text{ } +_{(\text{mod } N)} (a',b') = (a \text{ } +_{(\text{mod } P)} a', b \text{ } +_{(\text{mod } Q)} b')$
- CRT: $\mathbb{Z}_N \cong \mathbb{Z}_P \times \mathbb{Z}_Q$ (group isomorphism)

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- Easy to compute the isomorphism (in both directions) if p, q known [Exercise]

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 - d s.t. $ed=1 \pmod{\varphi(N)}$, $x^{ed} = x \pmod{N}$

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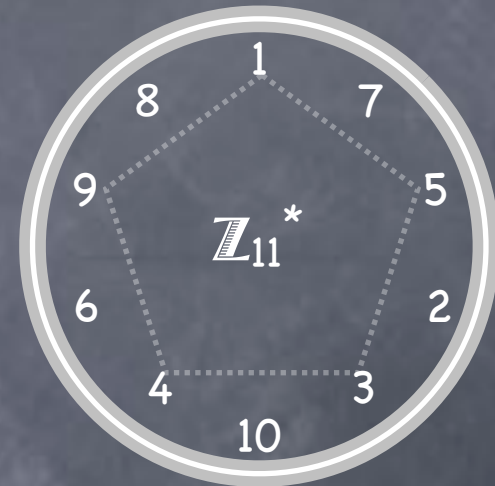
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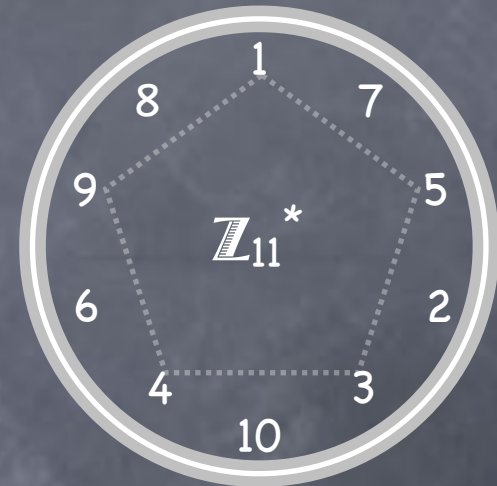


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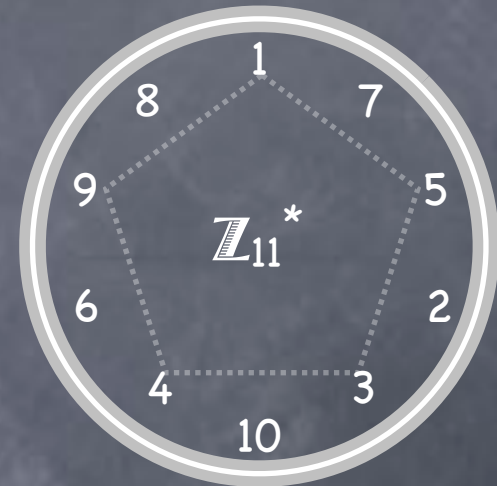
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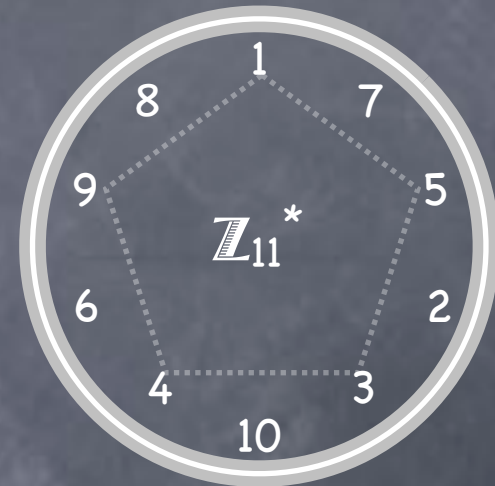
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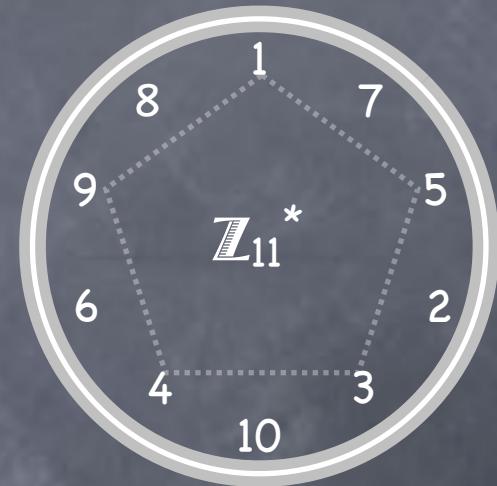
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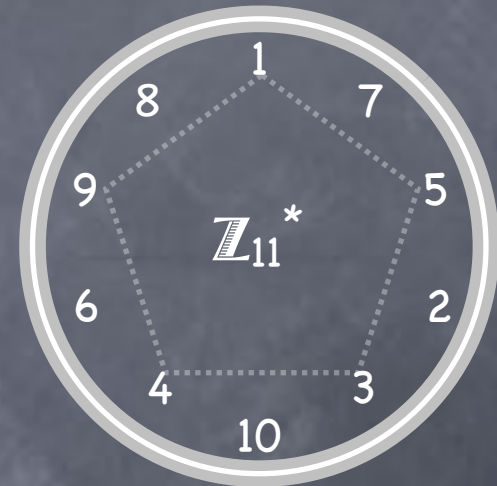
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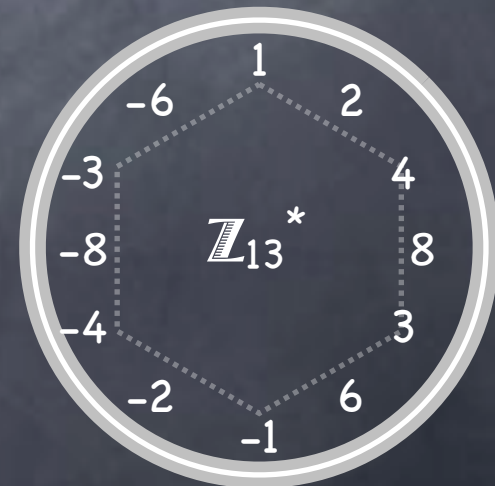
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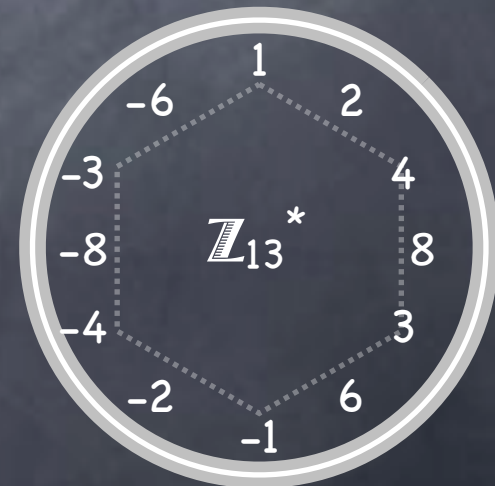
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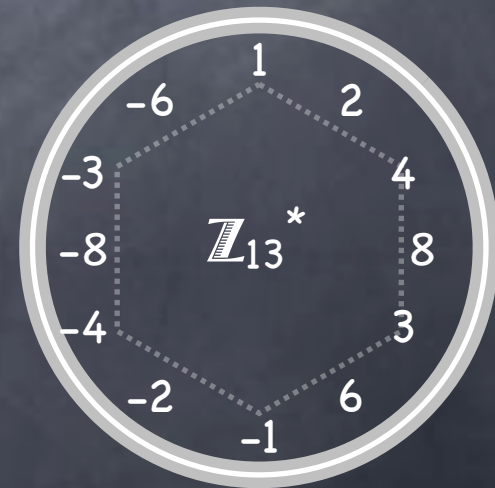
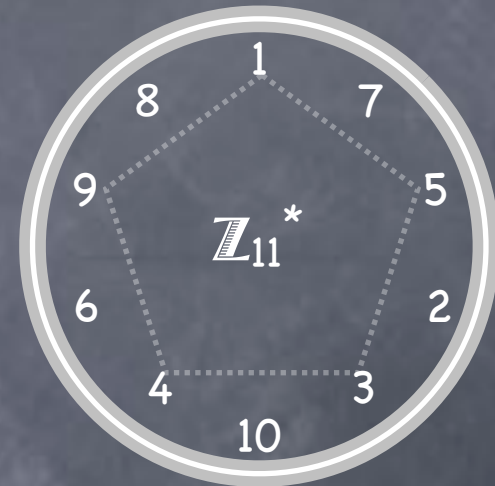
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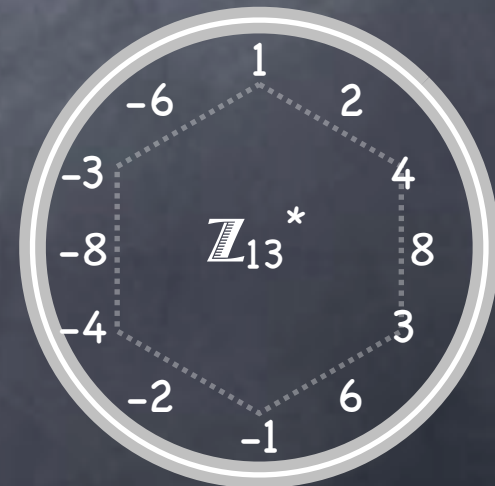
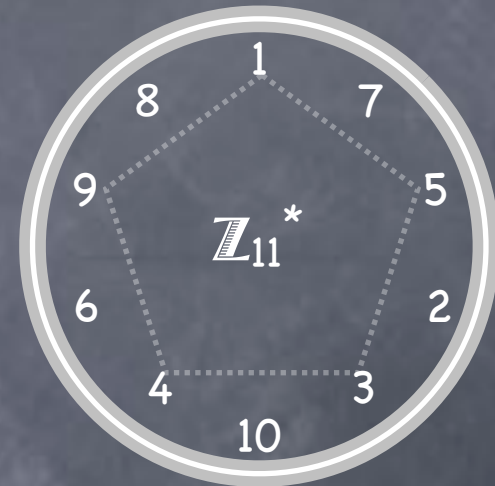
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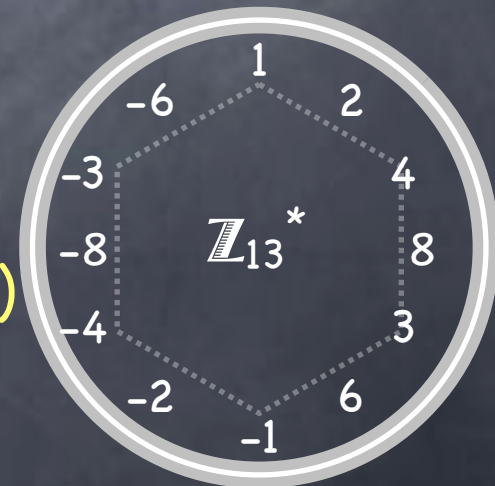
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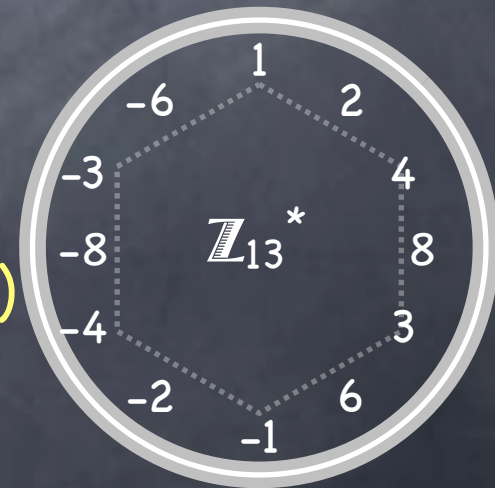
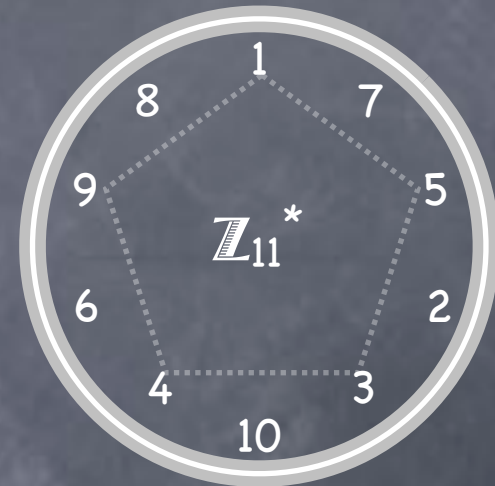
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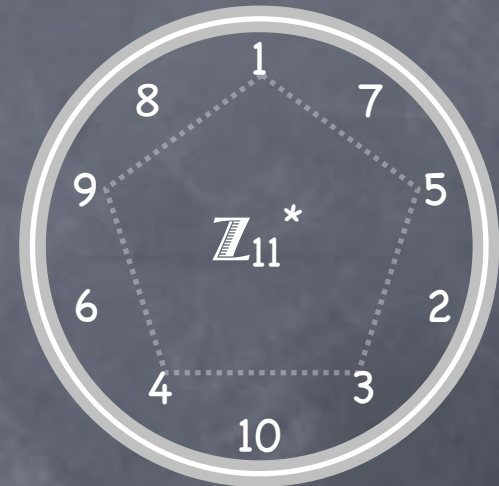


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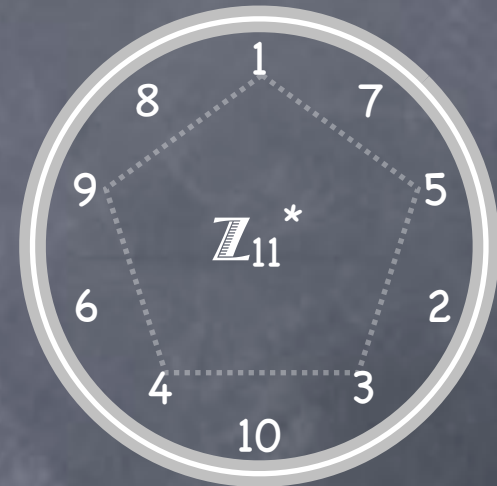


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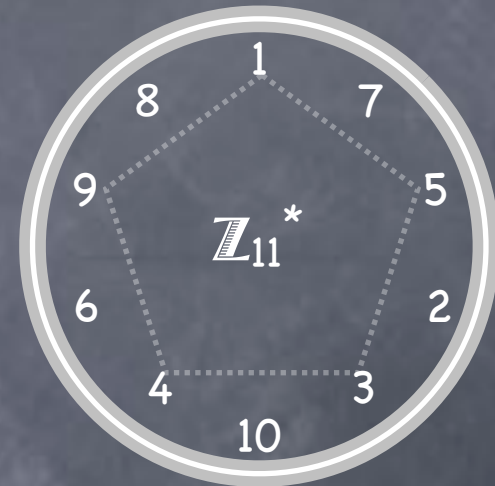
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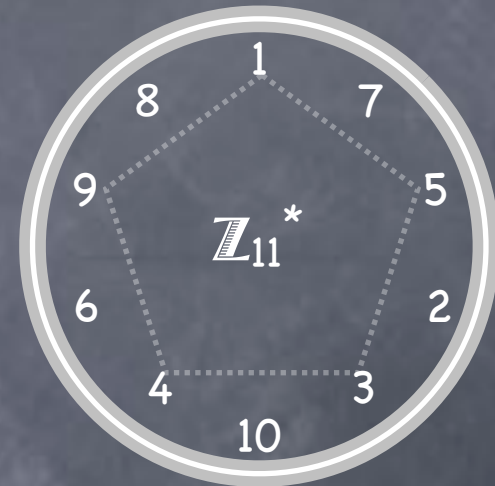
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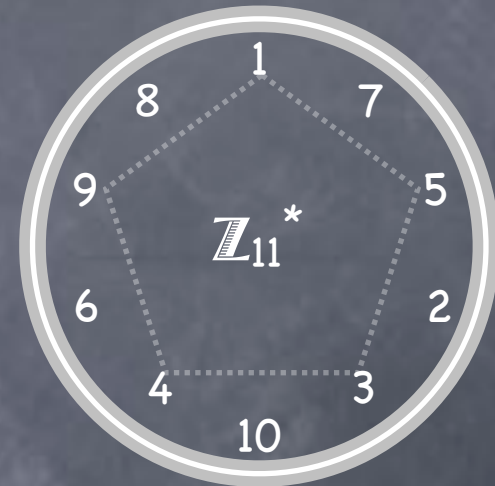
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