



# CIS 5371 Cryptography

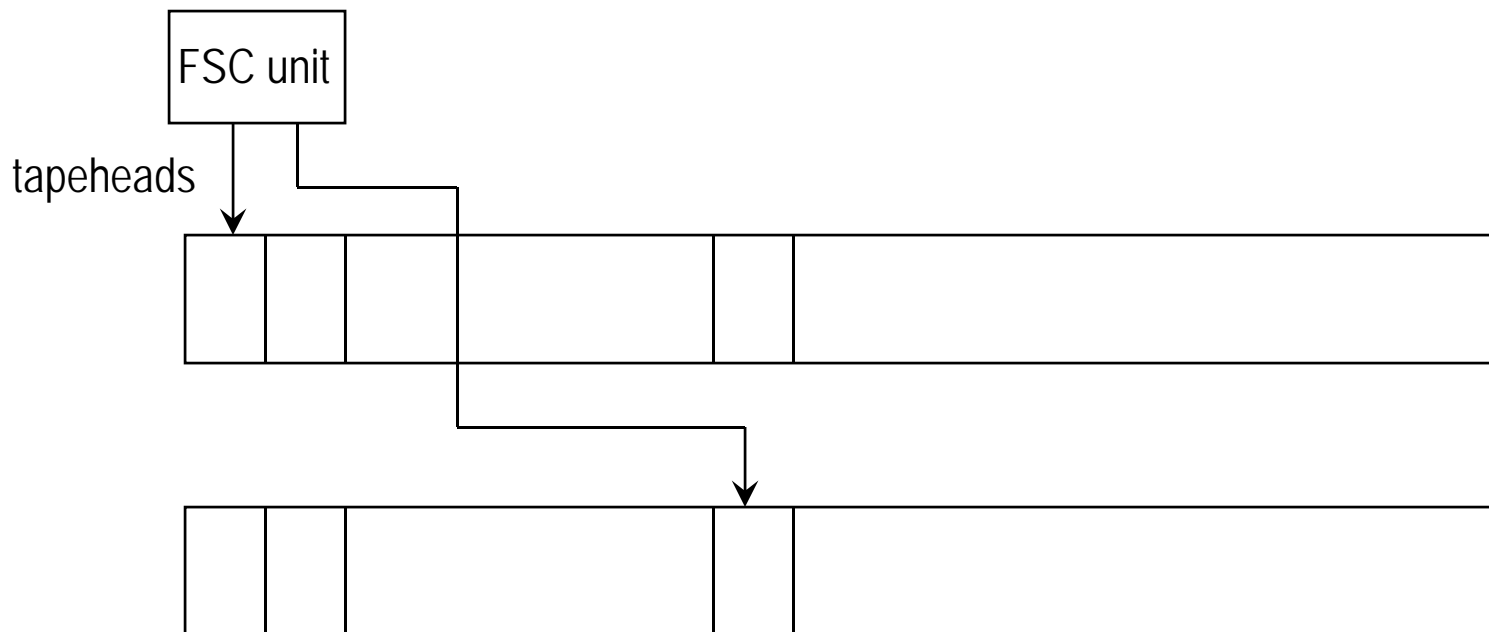
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## 4. Computational Complexity

# Turing Machines

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- A *finite state control unit*
- $k \geq 1$  *tapes* and *read or write tapeheads*





# Deterministic Polynomial Time

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## Class P

The class of languages  $L$  such that:

*any  $x \in L$  can be recognized by a TM in time bounded by a polynomial  $p(n)$ , where  $n$  is the length of  $x$ .*

A language recognition problem is a *decisional* problem.

Class P can also be used to capture *computational* problems.

- **Polynomial-time computational problems**

These must be computed by a TM in polynomial-time.



# The Euclidean Algorithm

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**Input:** integers  $a > b \geq 0$

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

1.  $i \leftarrow 0 ; r_{-1} \leftarrow a ; r_0 \leftarrow b ;$
2. while (  $r_i \neq 0$  ) do
  - a)  $r_{i+1} \leftarrow r_{i-1} \pmod{r_i} ;$
  - b)  $i \leftarrow i+1$
3. return(  $r_{i-1}$  )

# An example

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$$a = 60, b = 9$$

$r_{i-1}$	$r_i$
60	9
9	6
6	3
3	0

$$3 = \gcd(60, 9)$$





# The Extended Euclidean Algorithm

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**Input:** integers  $a > b \geq 0$

**Output:** integers  $\lambda, \mu$  satisfying  $a\lambda + b\mu = \gcd(a, b)$

1.  $i \leftarrow 0$  ;  $r_{-1} \leftarrow a$  ;  $r_0 \leftarrow b$  ;  $q \leftarrow 0$   
 $\lambda_{-1} \leftarrow 1$  ;  $\mu_{-1} \leftarrow 0$  ;  $\lambda_0 \leftarrow 0$  ;  $\mu_0 \leftarrow 1$
2. while (  $r_i = a\lambda_i + b\mu_i \neq 0$  ) do
  - a)  $q = r_{i-1} \div r_i$
  - b)  $\lambda_{i+1} \leftarrow \lambda_{i-1} - q\lambda_i$  ;  $\mu_{i+1} \leftarrow \mu_{i-1} - q\mu_i$
  - c)  $r_{i+1} \leftarrow r_{i-1} \pmod{r_i}$  ;
  - d)  $i \leftarrow i+1$
3. return(  $(\lambda_i, \mu_i)$  )

# An example

$$a = 60, b = 9$$

$i$	$r$	$q$	$\lambda$	$\mu$
-1	60		1	0
0	9	6	0	1
1	6	1	1	-6
2	3	2	-1	7
3	0	×	×	×

$$3 - 60*(-1) + 9*(7)$$



# Modular arithmetic

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- Some exercises in modular addition multiplication and exponentiation.
- The computational complexity of modular addition and multiplication
- The computational complexity of modular exponentiation: the square & multiply algorithm





# Modular Exponentiation

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**Input:** integers  $x > 0, y > 0, n > 0$ .

**Output:**  $x^y \pmod n$

`mod_exp(x,y,n)`.

1. if  $y = 0$  return ( 1 ) ;
2. if  $y = 0 \pmod 2$  return ( `mod_exp(x2(mod n), y÷2, n)` ) ;
3. return (  $x \cdot \text{mod\_exp}(x^2 \pmod n, y \div 2, n)$  ).



# Probabilistic Polynomial Time

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- A *probabilistic* Turing Machine (TM) is a non-deterministic TM with bounded error ( $<1/3$ ).

- **Class PP**

The class of languages  $L$  such that:

- *any  $x \in L$  can be recognized by a probabilistic TM in time bounded by a polynomial  $p(n)$ , where  $n$  is the length of  $x$ .*



# PP (Monte Carlo)

## Always fast, probably correct

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$L \in \text{PP (Monte Carlo)}$ :

if there exists a randomized algorithm  $A$   
such that for any instance  $I$ :

$$\text{Prob} [ A \text{ recognizes } I \mid I \in L ] = 1$$

and

$$\text{Prob} [ A \text{ recognizes } I \mid I \notin L ] \leq \delta,$$

where  $\delta$  is a constant in the interval  $(0, 1/2)$ .



# PP Monte Carlo

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Input :  $p$ , a positive number

Output : **Yes** if  $p$  is prime, **No** otherwise.

1. Repeat  $\log_2 p$  times :
  - a) Pick a random number  $x$  in  $(1, p-1)$  ;
  - b) If  $\gcd(x,p) > 1$  or if  $x^{(p-1)/2} \not\equiv \pm 1 \pmod{p}$  return ( No )end of repeat ;
2. If ( test in 1.b never shows  $-1$  ) return ( No )
3. Return ( Yes )



# Primality testing

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This test holds because

- Fermat's little theorem: if  $p$  is a prime then:
  - For any  $0 < x < p : x^{p-1} \equiv 1 \pmod{p}$
  - There are only two quadratic residues of 1: +1 and -1.
- If  $n$  is a composite number then there are at least 4 quadratic residues of 1 modulo  $n$ .
  - Consequently we may have  $x^{(p-1)/2} \not\equiv \pm 1 \pmod{p}$



# PP (Las Vegas)

Probably fast, always correct

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$L \in \text{PP (Las Vegas)}$ :

if there exists a randomized algorithm  $A$   
such that for any instance  $I$ :

$$\text{Prob} [ A \text{ recognizes } I \mid I \in L ] \geq \varepsilon$$

and

$$\text{Prob} [ A \text{ recognizes } I \mid I \notin L ] = 0,$$

where  $\varepsilon$  is a constant in the interval  $(1/2, 1)$ .



# PP Las Vegas

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Input :  $p$ , an odd positive number

$q_1, q_2, \dots, q_k$ : all prime factors of  $p-1$

Output : **Yes** if  $p$  is prime, **No** otherwise.

No decision with certain probability of error

1. Pick  $g \in_U [2, p-1]$
2. For (  $i=1, i++, k$  ) do  
if  $g^{(p-1)/q_i} = 1 \pmod{p}$  output NO\_DECISION and terminate;
3. if  $g^{p-1} \neq 1 \pmod{p}$  output NO and terminate;
4. Output YES and terminate.



# Primality testing

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This test holds because  $p$  is a prime iff there exists some  $g \in [2, p-1]$

- ★  $g^{p-1} \equiv 1 \pmod{p}$ ,
- ★  $g^{(p-1)/q_i} \not\equiv 1 \pmod{p}$  for all factors of  $p-1$ .





# Non-deterministic Polynomial Time

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- **Class NP**
- These are recognized by non-deterministic Turing Machine in polynomial time.
- Instances of **NP** problems have witnesses which can be found by random guessing: given a *witness*, every language (decisional problem) is recognizable in polynomial time.



# Class NP -- examples

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- *Square-freeness*
- *Quadratic residuosity*
- Other examples.

Clearly we have:

$P \subseteq NP$  problems



# Class NP-Complete

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*A general discussion on NP-completeness.*