Prime Heuristics and their Implications on RSA Cryptography

Sitar Eswar

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- Importance of Prime Heuristics:
 - Prime numbers have been researched for millennia as one of the most fundamental aspects in number theory.



- Comparison of Prime Heuristics:
 - We evaluate time efficiency, computational effectiveness, and overall performance.

• Diverse Applications:

- Prime heuristics have diverse appications in the fields of cryptography, error correction codes, and cryptocurrencies.
- Focus on RSA Cryptography:
 - Prime heuristics play a pivotal role in selecting secure prime numbers for RSA encryption.
- Goal:
 - Identify the most optimal heuristic for RSA encryption and decryption as well as its resilience to brute-force attacks.

- Is a probabalistic algorithm that checks if a number n is prime by verifying that $a^{n-1} \equiv 1 \mod n$. Efficient, but it misidentifies Carmichael numbers as prime as well.
- **Pros:** Correctly identifies all primes. The time required to perform the computations is very effecient, taking only 1 second to print primes from 1 through 100,000.
- **Cons:** Has a high False-Positive rate of around 150 in the first 100,000 numbers.
- Carmichael numbers are composite numbers that pass Fermat's primality test for most bases, making them counterexamples that can falsely appear prime under this test.

- Checks whether a specific property of primes holds for the number that is being tested. Separate a number n into 2^a * b + 1, where a ≥ 1, and b is odd.
- Pick a random $y \in \{1, 2, ..., n-1\}$. If $y^b \equiv \pm 1 \mod n$, then *n* is prime. If $y^{2^r * b} \equiv -1 \mod n$, where $0 \le r \le a 1$, *n* is prime. If this is also false, then *n* is composite.
- **Pros:** Very reliable in identifying primes and composites, if given sufficient number of witnesses. It is almost as reliable as the Fermat test.
- **Cons:** Largely depends on what the witness (number generated at random) is.. i.e, 9 may be marked as prime if 8 is a witness. The time necessary to perform the computations is more than Fermats.

- Used to determine whether a Proth number is prime. A Proth number is of the form $k \cdot 2^n + 1$, where k is an odd integer and $2^n > k$. The test states that a Proth number p is prime if there exists an integer a such that $a^{(p-1)/2} \equiv -1 \pmod{p}$.
- **Pros:** Very time-efficient, taking only 0.9 seconds to compute all Proth primes from 1 through 100,000.
- **Cons:** Has a high False-Positive rate. Does not produce as many primes as Fermat, Miller-Rabin, and PSW-Selfridge. It is only applicable to proth numbers.

- Mersenne Primes are a special class of prime numbers in the form of $M = 2^n 1$, where *n* itself is a prime number.
- Method to verify whether a Mersenne Number is prime. Begins by constructing a sequence, s_i , such that $s_0 = 4$, and $s_i = (s_{i-1}^2 2)$, for subsequent s_i 's. According to the Lucas Lehmer Test, M is prime if and only if s_{n-2} is congruent to 0 mod M.
- **Pros:** Does not fail; there is lots of leniency in selecting the function/sequence for the prime check.
- Cons: Computationally ineffective. It is not time-effecient.

- A method to verify whether a certain number of the form
 M = k * 2ⁿ 1 is prime. Like the Lucas-Lehmer Check, uses a sequence to prove the primality of M.
- Construct a sequence s_i such that $s_i = (s_{i-1}^2 2)$. The values of k depends on our value of s_0 . If k = 3 and $n \equiv 0$ or 3 (mod 4), we can take $s_0 = 5778$. However, if $k \equiv 1 \mod 6$ and n is odd, or $k \equiv 5 \mod 6$ and n is even, $M \equiv 7 \mod 24$. If this is the case, we take $s_0 = (2 + \sqrt{3})^k + (2 \sqrt{3})^k$.
- **Pros:** Does not fail in identifying whether the testing number is prime or composite.
- **Cons:** Computationally ineffecient. Both the primality check and the time required to select a starting value *s*₀ of the sequence are ineffecient.

• If p is an odd number, p is prime if the following hold:

 $p \equiv \pm 2 \mod 5$ $2^{p-1} \equiv 1 \mod p$ $f_{p+1} \equiv 0 \mod p$

where f_n denotes the n^{th} fibonacci number.

- **Pros:** PSW has 0 False-Positives (up until 100,000), meaning that no numbers that are composite are marked as prime by the heuristic.
- **Cons:** Demonstrates a significantly low time-efficiency rate, at 28 seconds. PSW is only applicable to numbers of the form ±2 mod 5.

- RSA (Rivest-Shamir-Adleman) is a widely used public-key cryptosystem for secure data transmission.
- It is based on the mathematical fact that factoring the product of two large prime numbers is difficult.
- RSA uses a pair of keys: a public key for encryption and a private key for decryption.
- The public key is shared with everyone, while the private key is kept secret.

RSA Key Generation Process (Example): Alice

- Alice, the host, first chooses two large prime numbers: 61 and 53, as part of her private key.
- She calculates $n = 61 \cdot 53 = 3233$, a part of her public key.
- After this, she computes $\lambda(n)$ using Carmichael's totient function:

 $\lambda(n) = \operatorname{lcm}(60, 52) = 780$

- She then selects e (public exponent) coprime to $\lambda(n)$: e = 17.
- Computes d (private exponent) as the modular multiplicative inverse of e modulo λ(n): d = 413.
- Hence, Alice's public key is (17, 3233), and her private key is (413, 61, 53, 780).

RSA Message Exchange Scenario (Example): Bob

- Bob must first convert the message to a numerical value *M*: *M* = 11.
- Bob encrypts *M* using Alice's public key:
- He calculates the ciphertext C using modular exponentiation: $C \equiv 11^{17} \mod 3233 = 3061.$
- Bob then sends the ciphertext *C* to Alice.



- Alice calculates M as $M \equiv C^d \mod n$.
- Example calculation: $M \equiv 3061^{413} \mod 3233 \equiv 11$.
- Alice interprets *M* back into the original message Bob encrypted.
- Only Alice, with her private key, can decrypt the message that Bob encrypted with her public key, ensuring secure communication.

- Hastad's Broadcast Attack (1988): Exploits small private exponents by intercepting multiple ciphertexts to recover the private key using (CRT).
- Goldberg and Wagner's PRNG Attack 1 (1996): Predicts Netscape's encryption key using system process IDs (pid, ppid) and time of challenge transmission.
- Goldberg and Wagner's PRNG Attack 2 (1996): Efficient brute-force attack on Netscape's encryption by approximating predictable pid and ppid's.
- Opportunistic Mining of "P's" and "Q's": Heninger et al. take advantage of weak random number generators and GCD attacks to find private keys by harvesting public keys.

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- The Prime Number Theorem states that the number of primes less than a given number x approximates ^x/_{log x}.
- The second Hardy-Littlewood conjecture proposes the asymptotic density of the number of primes in an interval.

$$\pi(x+y)-\pi(x)\leq\pi(y)$$

- We analyze the distribution and density of prime numbers within the ranges of 32-bit, 64-bit, 128-bit, and 256-bit integers. Our results are in graphs below.
- Compare the observed densities and distributions with the theoretical predictions from the Prime Number Theorem and Hardy-Littlewood conjecture, assessing the accuracy and any deviations.

- Assessed the efficacy of various prime computation methods for number theory, RSA cryptography, and computational mathematics, using prime density as a model for evaluating prime heuristics.
- Generated random odd numbers at 255-256 bit scale, tested primality with Miller-Rabin and Fermat tests, calculated gaps between consecutive primes, and repeated for 32 bit, 64 bit, and 128 bit numbers. Graph will be displayed in further slides.

- Evaluated Mersenne, Fermat, Selfridge, Miller-Rabin, and Proth based on the quantity of true primes generated, production time efficiency, and incidence of false positives.
- Mersenne and Proth are inefficient for generating primes below 100,000, Fermat, Miller-Rabin, and Selfridge are the most effective.
- Miller-Rabin and Fermat's are the most time efficient. PSW-Selfridge took the longest.
- Concurred that Miller-Rabin is the most effective prime heuristic.

Prime Gaps in Large Bit Values



Average prime gap increases as bit length increases, closely following the prime number theorem

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Number of Correctly Identified Primes from 1 through 100,000



Number of primes produced by each Prime Heuristic

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False Positive Rates of Prime Heuristics



Number of False Positives throughout the 5 heuristics

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Number Field Sieves

• Number field sieves are used for factoring extremely large numbers that traditional methods cannot handle efficiently.

MSieve

- MSieve is a C library for integer factorization that utilizes both the quadratic sieve (QS) and the number field sieve.
- It is optimized for large composite integers, including RSA moduli, by efficiently finding their prime factors.
- MSieve is particularly effective for factoring moduli in the range of 256 bits and larger.
- Below is a graph displaying the time in seconds to factor a number (bit length is listed) made by multiplying two large prime numbers.

Time required to factor moduli of various bit length using number sieves.

x-axis: number of bits; y-axis: time in seconds.



Experiments were run using the Msieve library on a 4-CPU 2.9 Ghz Ubuntu system. Approximately 3 mins to factor 256-bit number, but computation time rises exponentially!

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- Prime heuristics will help identify prime numbers efficiently, which is crucial for generating RSA keys and also for attacking RSA by finding plausible prime factors of the modulus *n*.
- Targeting the correct range for potential prime factors is important as it will narrow down the number of plausible prime factors for the modulus. Note: *n* bit composite numbers' factors are usually $\frac{n}{2}$ bits.
- Utilization of prime heuristics helps in the identification of primes and composites. Specifically, the Fermat and Miller-Rabin primality tests are the most effective strategies in recognizing primes.
- Number Sieve implementations greatly outperform naïve approaches to brute-forcing RSA. 1024-bit RSA cryptography seems sufficiently robust against contemporary attacks.