Factoring Integers



Primes

- Natural (counting) numbers: $\mathcal{N} = \{1, 2, 3, \ldots\}$
- A number $p \in \mathcal{N}$ is called prime if it is divisible only by 1 and itself
- 1 is not considered prime
- 2 is the only even prime
- Primes: 2, 3, 5, 7, 11, 13, ...
- There are infinitely many primes
- Every natural number *n* is factored into prime powers uniquely:

$$n = p_1^{k_1} \cdot p_2^{k_2} \cdots p_m^{k_m}$$

For example: $1960 = 2^3 \cdot 5^1 \cdot 7^2$

Primes

• The number of primes less than or equal to *n* is $\frac{n}{\log_e(n)}$

п	$n/\log_e(n)$	exact
10 ²	21.7	25
10 ³	144.8	168
10 ⁶	72382.4	78498
10^{9}	$4.8 \cdot 10^{7}$	50847534

- As we can see, primes are in abundance: we do not have scarcity
- The odds of selecting a prime is high for small numbers: if we select a 2-digit integer, the probability that it is prime is 25/100 = 25%
- $\bullet\,$ The odds of selecting a prime less than 10^6 is $78498/10^6\approx7.8\%$
- If we make sure that this number is not divisible by 2 or 3, (which makes up 2/3 of integers), the odds increase to 23.5%

Primes

- As the numbers get larger, which would be the case for cryptographic applications, the ratio becomes less and less
- The ratio of 1024-bit (308-digit) primes to the 308-digit numbers is

$$rac{1}{\log_e(2^{1024})} ~\approx~ rac{1}{714}$$

- Therefore, if we randomly select a 308-digit integer, the probability that it is prime is 1/714
- If we remove the multiples of 2 and 3 from this selected integer, the odds of choosing a 308-digit prime at random is improved by a factor of 3 to 1/238

Checking for Primality vs Factoring

- Primality testing: Is n ∈ N prime? The answer is yes or no (we may not need the factors if n is composite)
- Factoring: What is the prime factorization of $n \in \mathcal{N}$? The answer is $n = p_1^{k_1} \cdots p_m^{k_m}$
- Is $2^{101} + 81 = 2535301200456458802993406410833$ prime? The answer: Yes
- Is 2¹⁰¹ + 71 = 2535301200456458802993406410823 prime? The answer: No
- Factor $n = 2^{101} + 61 = 2535301200456458802993406410813$ The answer: $n = 3 \cdot 19 \cdot 1201 \cdot 37034944570408560161757109$

- Trial division (exhaustive search): Find a prime factor of $n \in N$ by dividing n by numbers that are smaller than n
- Observation 1: We do not need to divide *n* by composite numbers
- It is sufficient that we only try primes, for example, if *n* is divisible by 6, then we could have discovered earlier that it was divisible by 2
- Observation 2: One of the factors of *n* must be smaller than \sqrt{n} , otherwise if n = pq and $p > \sqrt{n}$ and $q > \sqrt{n}$ implies pq > n

- Trial division finds a prime factor of $n \in \mathcal{N}$ by dividing n by k for $k = 2, 3, \dots, \sqrt{n}$
- Trial division requires $O(\sqrt{n})$ divisions (in the worst case)
- If n is a k-bit number, then $n = O(2^k)$ and the number of divisions is $O(2^{k/2})$ which is exponential in k

- $\bullet\,$ For example, factoring $2^{101}+61$ requires about 2^{50} divisions
- Assuming one division requires 1 μ s, this would take 35 years!
- However, this is the worst case analysis, which assumes a prime divisor is as large as it can be $\approx \sqrt{n}$
- If *n* has a small divisors, they will be found more quickly
- For example, $2^{101} + 61$ has smaller factors such as 3, 19, and 1201, and thus, the trial division algorithm would quickly find them
- Therefore, we conclude that if $n = p \cdot q$ such that $p, q \approx \sqrt{n}$, then the trial division would take the longest time

- The number of divisions for factoring *n* with large prime factors is exponential in terms of the number of bits in *n*
- Trial division starts from k = 2 and increases k until \sqrt{n} , and thus, it is very successful on numbers which have small prime factors: these factors would be found first, reducing the size of the number to be factored
- For example, given n = 122733106823002242862411, we would find the smaller factors 17, 31, and 101 first, and divide them out

$$\frac{n}{17\cdot 31\cdot 101} = m = 2305843027467304993$$

and then continue to factor m which is smaller in size than n

Fermat's Trial Division

• Fermat's idea was that if *n* can be written as the difference of two perfect squares:

$$n = x^2 - y^2$$

then, we can write

$$n=(x-y)(x+y)$$

and therefore, we can find two factors of n

- As opposed to the standard trial division algorithm, Fermat's method starts $x \approx \lceil \sqrt{n} \rceil$ and y = 1, and increases y until we find a y value such that $x^2 y^2 = n$
- Since $x \approx \lceil \sqrt{n} \rceil$, Fermat's methods finds a factor that is closer to the size of \sqrt{n} before it finds a smaller factor

Fermat's Trial Division

- For example, consider n = 302679949, we have $\lceil \sqrt{n} \rceil = 17398$
- We start with x = 17398 and y = 1, increase y as long as $x^2 y^2 \le n$
- We either find a y such that x² y² = n or the selected value of x does not work, i.e., we cannot find y such that x² y² = n, then we increase x as x = x + 1 and start with y = 1 again
- It turns out for x = 19015, we find y = 7674 such that

$$x^2 - y^2 = 19015^2 - 7674^2 = 302679949 = n$$

therefore, n is factored as n = (x - y)(x + y) such that

 $n = (19015 - 7674)(19015 + 7674) = 11341 \cdot 26689$

Kraitchik's Method

• Instead of looking for x and y satisfying $x^2 - y^2 = n$, we can also search for "random" x and y such that

$$x^2 = y^2 \pmod{n}$$

- For such a pair (x, y), factorization of n is not guaranteed
- We only know the difference of the squares is a multiple of *n*:

$$x^{2} - y^{2} = (x - y)(x + y) = 0 \pmod{n}$$

- Since n divides (x − y) · (x + y), we have 1/2 chance that prime divisors of n are distributed among the divisors of both of these factors
- The GCD(n, x y) will be a nontrivial factor, the GCD will be neither 1 nor n

Kraitchik's Method

For n = 221 = 13 · 17, we find x = 4 and y = 30, such that 4² = 16 (mod 221) and 30² = 900 = 16 (mod 221), and therefore,

$$GCD(221, 30 - 4) = GCD(221, 26) = 13$$

• In fact, there are many (x, y) such that $x^2 = y^2 \pmod{221}$, which gives us a higher chance of finding a pair (x, y):

$$(2, 15), (3, 88), (5, 73), \dots, (11, 28), \dots$$

• Note that we still perform an exhaustive search to find a pair (x, y)

Dixon's Method

- There is an algorithm due to Dixon to find such squares (x and y) which is slightly more efficient
- It expresses the numbers x and y into small prime powers, and then works with the exponents
- When the exponents of the small primes in the expression are all even, for example, if $x = 2^8 \cdot 3^6 \cdot 5^2 \cdot 7^0 \cdot 11^8$, then x is a square
- The algorithm starts with particular (random) x and y values (which have even powers in their small-prime factorizations), and creates other candidates for x and y which have even powers, and checks for equality $x^2 = y^2 \pmod{n}$ among all such squares

Modern Factorization Methods

- Factorization in general seems to require exhaustive search: modern factorization algorithms differ from one another slightly in the way this search is constructed
- There is no known deterministic or randomized polynomial time algorithm for finding the factors of a given composite integer n, particularly, when $n = p \cdot q$ with size of p and q about half of the size of n
- The best integer factorization algorithm called GNFS (generalized number field sieve) algorithm requires a time complexity of

$$O\left(\exp\left(\left(\frac{64}{9}b\right)^{\frac{1}{3}}\left(\log b\right)^{\frac{2}{3}}\right)\right)$$

where b is the number of bits in n

Complexity of Factorization

- It is not known exactly which complexity classes contain the decision version of the integer factorization problem
- It is known to be in \mathcal{NP} since a YES answer can be verified in polynomial time by multiplication: Are *p* and *q* factors of *n*?
- However, it is not known to be in $\mathcal{NP}\text{-complete}$ since no such reduction proof is discovered
- Many people have looked for a polynomial time algorithm for integer factorization, and failed
- On the other hand, factorization problem can be solved in polynomial time on a quantum computer, using Shor's algorithm