

A Note on Two Outsourcing Algorithms of Modular Exponentiations

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Abstract

Recently, Ren *et al.* presented two algorithms for outsourcing modular exponentiations [*IEEE Transactions on Cloud Computing*, 9(1):145–154, 2021], which aim to make the remote cloud server help resource-constrained clients securely perform expensive modular exponentiations in cryptography. In this note, we show their algorithms are incorrect due to the misuse of the Euler theorem in the verification step. Moreover, we suggest a remedial measure for the two-server algorithm.

Keywords: Cloud Computing; Computation Outsourcing; Euler's Theorem; Modular Exponentiation

1 Introduction

With the prevalence of cloud computing, outsourcing locally data-intensive activities such as large-scale data storage and heavy computational tasks to a remote resource-abundant cloud server has become a popular computing paradigm [3, 9, 10, 12]. However, the sensitivity of the local client's data and the potential incredibility of the cloud server bring many security concerns to this promising computing paradigm [1, 2, 14, 16, 18]. Therefore, how to efficiently and securely outsource various large-scale computations has increasingly attracted researchers' attentions [17]. Currently, due to the extremely large integer operations in public-key cryptography, secure outsourcing of heavy cryptographic computations has become a hot topic [8, 13, 19].

Given two large primes p, q satisfying $q \mid p-1$, an integer $a \in \mathbb{Z}_q$, and an integer $u \in \mathbb{Z}_p^*$ such that $u^q \equiv 1 \pmod{p}$, computing $u^a \pmod{p}$ is a basic operation in the Digital Signature Standard (DSS) of NIST [11], which needs to perform about $1.5n$ modular multiplication for a n bits

exponent. In practice, the bit lengths of p and q could be as large as 3072 and 256, respectively, which results in the modular exponentiation operation being very expensive for local devices with limited computation resources. Consequently, the secure delegation of modular exponentiations has been extensively investigated [4–7, 20, 21]. Among these, Ren *et al.* [15] recently proposed two algorithms for outsourcing modular exponentiation to the cloud servers. In this note, we investigate their algorithms and point out a severe flaw in the verification step. Meanwhile, for the two-server case, we present a suggestion to amend this flaw.

2 Review of Ren *et al.*'s Outsourcing Algorithms

2.1 Ren *et al.*'s Outsourcing Algorithm with Two Non-colluding Servers

Preprocessing: Client T generates three triples $(\alpha, \alpha^{-1}, g^\alpha), (\beta, \beta^{-1}, g^\beta), (t_1, t_1^{-1}, g^{t_1})$, where $\alpha, \beta, t_1 \in \mathbb{Z}_q, g \in \mathbb{Z}_p^*$ and $g^q = 1 \pmod{p}$. Let $v = g^\alpha$.

Logical Division: On inputting the base u and the exponent a , the client T first computes w, γ such that $u = wv \pmod{p}$, $\alpha a = \beta + \gamma$. Then, T picks two random numbers $t, h_1 \in \mathbb{Z}_q$, a prime n which is co-prime with w , and computes s, h_2 such that $a \equiv \varphi(n)t + s \pmod{q}$, $\varphi(n)t = h_1 + h_2$, where $\varphi(n)$ is the Euler function of n . Hence, $u^a \pmod{p} = (wv)^a \pmod{p} = g^{\alpha a} w^a \pmod{p} = g^\beta g^\gamma w^a \pmod{p} = g^\beta g^\gamma w^s w^{h_1} w^{h_2} \pmod{p}$. Finally, T sends $((\gamma/t_1, g^{t_1}), (h_1, w), (s, w))$ and $((\gamma/t_1, g^{t_1}), (h_2, w), (s, w))$ to the servers U_1 and U_2 , respectively, in a random order.

Cloud Computing: Servers U_1 and U_2 compute $((g^{t_1})^{\gamma/t_1}, w^{h_1}, w^s)$ and $((g^{t_2})^{\gamma/t_2}, w^{h_2}, w^s)$ in \mathbb{Z}_p^* , respectively and return their results to T . Just as the authors said in Section 3.1 of [15]: ‘... the servers output $y^x \bmod p$ when they receive the inputs (x, y) ’.

Client Verification and Recovery: Client T verifies the correctness of the results returned from servers by checking whether the following equations hold.

$$g^\gamma = U_1(\gamma/t_1, g^{t_1}) = U_2(\gamma/t_1, g^{t_1}) \quad (1)$$

$$U_1(s, w) = U_2(s, w) \quad (2)$$

$$w^{h_1} w^{h_2} = w^{\varphi(n)t} \equiv 1 \pmod{n} \quad (3)$$

If they hold, T recovers $u^a = g^\beta g^\gamma w^s w^{h_1} w^{h_2} \pmod{p}$.

2.2 Ren *et al.*'s Outsourcing Algorithm with Single Server

Preprocessing: Client T first generates a set of blinding pairs $\{(\alpha, g^\alpha, g^{-\alpha}), (\beta, g^\beta), (\theta_x, g^{\theta_x}), (t_x^{-1}, g^{t_x}), (\xi_j, g^{-\xi_j}), \mu_j, k, g^{\sum_{i=1}^k \xi_i \mu_i}, g^{\sum_{i=k+1}^b \xi_i \mu_i}\}$ for some chosen positive integer b and $x = 1, 2, 3, 4, j = 1, 2, \dots, b+3, k \in \{2, \dots, b-2\}$. Let $v = g^\alpha$.

Logical Division: On inputting the base u and the exponent a , the client T first computes w, γ such that $u = wv \pmod{p}$, $\alpha a = \gamma + \beta$. Then, T randomly chooses $t_5 \in \mathbb{Z}_q$ and a prime n_1 , which is co-prime with w , and computes s, r_1, r_2 and w_j such that $a = \varphi(n_1)t_5 + s \pmod{q}$, $r_1 = \varphi(n_1)t_5 - \sum_{i=1}^k \mu_i$, $r_2 = \varphi(n_1)t_5 + s + \sum_{i=k+1}^b \mu_i$, and $w_j = w g^{-\xi_j}, j = 1, \dots, b+3$, where $\varphi(n_1)$ denotes the Euler function of n_1 . Finally, T randomly chooses a prime n_2 , which is relatively prime with g and computes t_6, t_7, t_8, t_9 such that $\gamma \equiv \varphi(n_2)t_6 + \theta_1 \pmod{q}$, $s\xi_{b+1} \equiv \varphi(n_2)t_7 + \theta_2 \pmod{q}$, $r_1\xi_{b+2} \equiv \varphi(n_2)t_8 + \theta_3 \pmod{q}$, $r_2\xi_{b+3} \equiv \varphi(n_2)t_9 + \theta_4 \pmod{q}$, where $\varphi(n_2) = n_2 - 1$ is the Euler function of n_2 . Now,

$$\begin{aligned} u^a &= (wv)^a \\ &= w^a g^{\alpha a} \\ &= w^{\varphi(n_1)t_5 + s} g^\gamma g^\beta \\ &= w^{\varphi(n_1)t_5} w^s g^{\varphi(n_2)t_6 + \theta_1} g^\beta \\ &= w^{\varphi(n_1)t_5} w_{b+1}^s g^{s\xi_{b+1}} g^{\varphi(n_2)t_6 + \theta_1} g^\beta \\ &= w^{\varphi(n_1)t_5} w_{b+1}^s g^{\varphi(n_2)t_7 + \theta_2} g^{\varphi(n_2)t_6 + \theta_1} g^\beta. \end{aligned}$$

Hence, T sends $((\varphi(n_2)t_6 + \theta_1)/t_1, g^{t_1}), ((\varphi(n_2)t_7 + \theta_2)/t_2, g^{t_2}), ((\varphi(n_2)t_8 + \theta_3)/t_3, g^{t_3}), ((\varphi(n_2)t_9 + \theta_4)/t_4, g^{t_4}), (\mu_j, w_j), (s, w_{b+1}), (r_1, w_{b+2}),$ and (r_2, w_{b+3}) to the server U in a random order, where $j = 1, 2, \dots, b$.

Cloud Computing: The server U computes $\eta_1 = (g^{t_1})^{(\varphi(n_2)t_6 + \theta_1)/t_1}$, $\eta_2 = (g^{t_2})^{(\varphi(n_2)t_7 + \theta_2)/t_2}$, $\eta_3 = (g^{t_3})^{(\varphi(n_2)t_8 + \theta_3)/t_3}$, $\eta_4 = (g^{t_4})^{(\varphi(n_2)t_9 + \theta_4)/t_4}$ and

$w_j^{\mu_j}, w_{b+1}^s, w_{b+2}^{r_1}, w_{b+3}^{r_2}$ in \mathbb{Z}_p^* for $j = 1, \dots, b$, and returns the results to T .

Client Verification and Recovery: T verifies the correctness of the results from U by checking whether the following equations hold.

$$\eta_x \equiv g^{\theta_x} \pmod{n_2}, x = 1, 2, 3, 4 \quad (4)$$

$$w_{b+2}^{r_1} \left(\prod_{i=1}^k w_i^{\mu_i} \right) \cdot g^{\sum_{i=1}^k \xi_i \mu_i} \eta_3 = w^{\varphi(n_1)t_5} \equiv 1 \pmod{n_1} \quad (5)$$

$$w_{b+3}^{r_2} \eta_4 \equiv \left(\prod_{i=k+1}^b w_j^{\mu_i} \right) \cdot g^{\sum_{i=k+1}^b \xi_i \mu_i} w_{b+1}^s \eta_2 \pmod{n_1}. \quad (6)$$

If they hold, T recovers $u^a \equiv w^{\varphi(n_1)t_5} w_{b+1}^s \eta_1 \eta_2 g^\beta \pmod{p}$.

3 Analysis and Revision

3.1 Analysis of the Algorithm with Two Servers

As mentioned in Section 3.1 of [15], the servers output $y^x \bmod p$ when they receive the inputs (x, y) . If the servers are honest, the returned results can pass the verification Equation (1) and Equation (2). The verification Equation (3) is from the speculation $w^{\varphi(n)t} = w^{h_1+h_2} = w^{h_1} w^{h_2} \equiv 1 \pmod{n}$. However, after sending pairs $(h_1, w), (h_2, w)$ to servers, the values w^{h_1}, w^{h_2} are computed not in \mathbb{Z} , but in \mathbb{Z}_p^* . Since, generally, $w^{h_1} \bmod p \cdot w^{h_2} \bmod p \neq 1 \pmod{n}$, the verification Equation (3) doesn't hold. That is, even if the servers U_1 and U_2 perform the specified computation task honestly, the client T will reject their results. We illustrated this flaw with the toy Example 1 in the appendix. We illustrate the algorithm's incorrectness with the following toy example.

Example 1. Let $q = 3, p = 7, u = 4, a = 2$.

- Client T chooses the parameters $g = 4, \alpha = 2, \beta = 2, t_1 = 2$, and precomputes $g^\alpha = 2, g^\beta = 2, g^{t_1} = 2$, and $t_1^{-1} = 2$. Let $v = g^\alpha = 2$.
- On inputting $(u, a) = (4, 2)$, the client T first computes $w = wv^{-1} = 2$ and $\gamma = \alpha a - \beta = 2 \cdot 2 - 2 = 2$. Then, T chooses $t = 2, h_1 = 1$ and a prime $n = 3$, and computes $s = a - \varphi(n)t \pmod{3} = 1, h_2 = \varphi(n)t - h_1 = 3$. Finally, T sends $(1, 2), (1, 2)$ and $(1, 2)$ to the server U_1 , and sends $(1, 2), (3, 2)$ and $(1, 2)$ to the server U_2 .
- Server U_1 returns $g^\gamma = w^{h_1} = w^s = 2 \pmod{7}$, U_2 returns $g^\gamma = w^s = 2 \pmod{7}, w^{h_2} = 1 \pmod{7}$.
- The client T verifies $w^{h_1} w^{h_2} = 2 \cdot 1 \neq 1 \pmod{3}$, and thus, rejects the results.

A natural idea to circumvent this flaw is that client T inquires the value of y^x in \mathbb{Z} or \mathbb{Z}_n^* instead of in \mathbb{Z}_p^* .

- 1) If in \mathbb{Z} , for honest servers, the client can obtain the correct result. However, it is impractical. In practice, w can be as large as 3072 bits [11] and, to be against exhaustive attack, h_i should be as large as 64 bits. Hence, w^{h_i} could be an integer with $3072 \cdot 2^{64} \text{bits} \approx 2^{32} \text{TB}$. Such huge a number is impossible to store and handle for a resource-constrained client, even for a resource-abundant server.
- 2) If in \mathbb{Z}_n^* , although the result returned from an honest cloud can pass the verification, the client T can not recover the correct result which should be calculated in \mathbb{Z}_p^* . Also, this can be easily illuminated with the following toy example.

Example 2. Let $q = 3$, $p = 7$, $u = 4$, $a = 2$.

- Client T chooses the parameters $g = 4$, $\alpha = 2$, $\beta = 2$, $t_1 = 2$, and precomputes $g^\alpha = 2$, $g^\beta = 2$, $g^{t_1} = 2$, and $t_1^{-1} = 2$. Let $v = g^\alpha = 2$.
- On inputting $(u, a) = (4, 2)$, the client T first computes $w = wv^{-1} = 2$ and $\gamma = \alpha a - \beta = 2 \cdot 2 - 2 = 2$. Then, T chooses $t = 2$, $h_1 = 1$ and a prime $n = 3$, and computes $s = a - \varphi(n)t \bmod 3 = 1$, $h_2 = \varphi(n)t - h_1 = 3$. Finally, T sends $(1, 2)$, $(1, 2)$ and $(1, 2)$ to the server U_1 , and sends $(1, 2)$, $(3, 2)$ and $(1, 2)$ to the server U_2 .
- Server U_1 returns $g^\gamma \bmod n = w^{h_1} \bmod n = w^s \bmod n = 2^1 \bmod 3 = 2$, U_2 returns $g^\gamma \bmod n = w^s \bmod n = 2^1 \bmod 3 = 2$, $w^{h_2} \bmod n = 2^3 \bmod 3 = 2$.
- The client T verifies $w^{h_1}w^{h_2} = 2 \cdot 2 = 1 \bmod 3$, and thus, accepts the result. Then T recovers $g^\beta g^\gamma w^s w^{h_1} w^{h_2} \bmod p = 2 \cdot 2 \cdot 2 \cdot 2 \cdot 2 \bmod 7 = 4$. However, the actual result $u^a \bmod p = 4^2 \bmod 7 = 2$. Therefore, $u^a \not\equiv w^{\varphi(n_1)t_5} w_{b+1}^s \eta_1 \eta_2 g^\beta \bmod p$.

Overall, both of the above simple revisions are infeasible.

3.2 Analysis of the algorithm with single server

Similarly, for the single-server algorithm, the verification equations are incorrect due to the following simple observation: by Euler's theorem, $m^{\varphi(n)} \equiv 1 \bmod n$ for some prime n and any integer m with $\gcd(m, n) = 1$, but, in general $m^{\varphi(n)} \bmod p \neq 1 \bmod n$. According to their proposed algorithm, it is easy to verify that $\eta_x = g^{\varphi(n_2)t_x + 5} g^{\theta_x} \bmod p$, $w_{b+2}^{r_1} \left(\prod_{i=1}^k w_i^{\mu_i} \right) \cdot g^{\sum_{i=1}^k \xi_i \mu_i} \eta_3 = w^{\varphi(n_1)t_s} \bmod p$, and

$$w_{b+3}^{r_2} \eta_4 \left(\left(\prod_{i=k+1}^b w_j^{\mu_i} \right) \cdot g^{\sum_{i=k+1}^b \xi_i \mu_i} w_{b+1}^s \eta_2 \right)^{-1} = w^{\varphi(n_1)t_s} \bmod p.$$

Therefore, based on the above-mentioned observation, the verification Equations (4)-(6) generally fail even for an honest server. See a toy example below.

Example 3. Select $q = 3$, $p = 7$, $u = 4$, $a = 2$

- Client T chooses $g = 4$, $b = 4$, $k = 2$, $\alpha = 2$, $\beta = 2$, $t_i = \theta_i = 2$, $\xi_j = \mu_j = 2$, and precomputes $v = g^\alpha = 2$, $g^\beta = 2$, $g^{t_i} = g^{\theta_i} = 2$, $g^{\xi_j} = 2$, $g^{\sum_{i=1}^k \mu_i \xi_i} = 2$, $g^{\sum_{i=k+1}^b \mu_i \xi_i} = 2$, where $i = 1, 2, 3, 4$, $j = 1, \dots, 7$.
- On inputting $(u, a) = (4, 2)$, client T first computes $w = wv^{-1} = 2$ and $\gamma = \alpha a - \beta = 2$. Then, T chooses $t_5 = 2$, $n_1 = 3$, and computes $s = 1$, $r_1 = 0$, $r_2 = 9$, $w_j = 8$ for $j = 1, \dots, 7$. Finally, T chooses a prime $n_2 = 3$, computes $t_6 = 0$, $t_7 = 0$, $t_8 = 2$, $t_9 = 2$, and sends $(4, 2)$, $(4, 2)$, $(12, 2)$, $(12, 2)$, $(\mu_j, w_j) = (2, 8)$, $(s, w_{b+1}) = (1, 8)$, $(r_1, w_{b+2}) = (0, 8)$, $(r_2, w_{b+3}) = (9, 8)$ to the server U .
- Server U computes and returns $\eta_1 = \eta_2 = 2$, $\eta_3 = \eta_4 = 1$, $w_j^{\mu_j} = w_{b+1}^s = w_{b+2}^{r_1} = w_{b+3}^{r_2} = 1$.
- The client T verifies the server returned results. Obviously, $\eta_i = g^{\theta_i} \bmod n_2$ for $i = 1, 2$ and $\eta_i \neq g^{\theta_i} \bmod n_2$ for $i = 3, 4$. Meanwhile, $w_{b+2}^{r_1} \left(\prod_{i=1}^k w_i^{\mu_i} \right) \cdot g^{\sum_{i=1}^k \xi_i \mu_i} \eta_3 = 2 \neq 1 \bmod n_1$. Thus, T rejects the corrected results.

3.3 Revision

For the two-server algorithm, we can make a minor adaptation to amend the above-mentioned flaw. In the **Logical Division** step, we adapt the parameter n to be a large prime with the same size as p . In the **Cloud Computing** step, the server U_1 is required to compute the values of $((g^{t_1})^{\gamma/t_1} \bmod N, w^{h_1} \bmod N, w^s \bmod N)$, and the server U_2 is required to compute the values of $((g^{t_2})^{\gamma/t_2} \bmod N, w^{h_2} \bmod N, w^s \bmod N)$, where $N = pn$ and is sent to the servers by the client. In the **Client Verification and Recovery** step, client T verifies the correctness of the results returned from servers by checking:

$$\begin{aligned} U_1(\gamma/t_1, g^{t_1}) &= U_2(\gamma/t_1, g^{t_1}) \\ U_1(s, w) &= U_2(s, w), \\ g^\gamma &= U_1(\gamma/t_1, g^{t_1}) \bmod p, \\ U_1(h_1, w)U_2(h_2, w) \bmod n &= w^{\varphi(n)t} \bmod n \\ &= 1. \end{aligned}$$

If they hold, T recovers

$$u^a = g^\beta g^\gamma U_1(s, w)U_1(h_1, w)U_2(h_2, w) \bmod p.$$

The correctness of our revised version is from the following basic fact: for any integer M , $M \bmod N \bmod p = M \bmod p$, $M \bmod N \bmod n = M \bmod n$. If the servers are honest, then $U_1(\gamma/t_1, g^{t_1}) = U_2(\gamma/t_1, g^{t_1}) = (g^{t_1})^{\gamma/t_1} \bmod N$, $U_1(s, w) = U_2(s, w) = w^s \bmod N$,

$U_1(h_1, w) = w^{h_1} \bmod N$, and $U_2(h_2, w) = w^{h_2} \bmod N$. Hence, $U_1(\gamma/t_1, g^{t_1}) \bmod p = (g^{t_1})^{\gamma/t_1} \bmod N \bmod p = (g^{t_1})^{\gamma/t_1} \bmod p = g^\gamma$, and $U_1(h_1, w)U_2(h_2, w) = (w^{h_1} \bmod N \cdot w^{h_2} \bmod N) \bmod n = (w^{h_1}w^{h_2}) \bmod n = w^{\varphi(n)t} \bmod n = 1$. All the verification equations hold. Meanwhile,

$$\begin{aligned} & g^\beta g^\gamma U_1(s, w)U_1(h_1, w)U_2(h_2, w) \bmod p \\ &= (g^\beta g^\gamma (w^s \bmod N)(w^{h_1} \bmod N)(w^{h_2} \bmod N)) \bmod p \\ &= (g^\beta g^\gamma w^s w^{h_1} w^{h_2}) \bmod p = u^a. \end{aligned}$$

The privacy and the efficiency analysis are essentially the same as that in [15]. It is worth mentioning that, as a byproduct, the revised algorithm can also protect the privacy of the modulo number p . The security is based on the hardness of factoring large integers.

4 Conclusion

We point out a severe misuse of Euler's theorem in Ren *et al.*'s algorithms, which results in their algorithms incorrect. Moreover, we modify the two-server algorithm to amend this flaw. However, for the single-server algorithm, it may need a fundamental rework.

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