

NTRU Cryptosystems Technical Report

Report # 014, Version 1

Title: Almost Inverses and Fast NTRU Key Creation

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Abstract. We explain how to use the “Almost Inverse Algorithm” of Schroepel, Orman, O’Malley, and Spatscheck [1] to efficiently compute NTRU public/private key pairs.

Let $m(X)$ be a polynomial in $(\mathbf{Z}/2\mathbf{Z})[X]$. The “Almost Inverse Algorithm” of Schroepel, Orman, O’Malley, and Spatscheck [1] gives an efficient way to compute the inverse of the polynomial $a(X)$ in the ring $(\mathbf{Z}/2\mathbf{Z})[X]/(m(X))$ provided that $\gcd(a(X), m(X)) = 1$ and $m(0) = 1$. Here is how the almost inverse algorithm works for the polynomial $m(X) = X^N - 1$ used by the NTRU Public Key Cryptosystem.

Inversion in $(\mathbf{Z}/2\mathbf{Z})[X]/(X^N - 1)$

Input: $a(X)$

Output: $b(X) \equiv a(X)^{-1}$ in $(\mathbf{Z}/2\mathbf{Z})[X]/(X^N - 1)$

Step 1: Initialization: $k := 0$, $b(X) := 1$, $c(X) := 0$,
 $f(X) := a(X)$, $g(X) := X^N - 1$

Step 2: Loop:

Step 3: do while $f_0 = 0$

Step 4: $f(X) := f(X)/X$, $c(X) := c(X) * X$, $k := k + 1$

Step 5: if $f(X) = 1$ then return $X^{N-k}b(X) \pmod{X^N - 1}$

Step 6: if $\deg(f) < \deg(g)$ then

Step 7: exchange f and g and exchange b and c

Step 8: $f(X) := f(X) + g(X) \pmod{2}$

Step 9: $b(X) := b(X) + c(X) \pmod{2}$

Step 10: goto Loop

Note that the number f_0 in Step 3 is the constant coefficient of f , and that the return value $X^{N-k}b(X) \pmod{X^N - 1}$ in Step 4 is simply $b(X)$ with its coefficients cyclically shifted k places. We also note that the speed of the Inversion Procedure can be significantly enhanced by a number of implementation tricks, such as expanding the operations on b, c, f, g into inline loop-unrolled code. We refer the reader to [1] for a list of practical suggestions.

In order to create NTRU public/private key pairs, one needs to compute the inverse of a polynomial modulo p for primes other than 2. Here is an adaptation of the almost inverse algorithm for the prime $p = 3$, since this is the other value required for the standard NTRU parameter sets. (At the end of this note we will give a version for arbitrary primes.)

Inversion in $(\mathbf{Z}/3\mathbf{Z})[X]/(X^N - 1)$
 Input: $a(X)$
 Output: $b(X) \equiv a(X)^{-1}$ in $(\mathbf{Z}/3\mathbf{Z})[X]/(X^N - 1)$
 Step 1: Initialization: $k := 0$, $b(X) := 1$, $c(X) := 0$,
 $f(X) := a(X)$, $g(X) := X^N - 1$
 Step 2: Loop:
 Step 3: do while $f_0 = 0$
 Step 4: $f(X) := f(X)/X$, $c(X) := c(X) * X$, $k := k + 1$
 Step 5: if $f(X) = \pm 1$ then return $\pm X^{N-k}b(X) \pmod{X^N - 1}$
 Step 6: if $\deg(f) < \deg(g)$ then
 Step 7: exchange f and g and exchange b and c
 Step 8: if $f_0 = g_0$
 Step 9: $f(X) := f(X) - g(X) \pmod{3}$
 Step 10: $b(X) := b(X) - c(X) \pmod{3}$
 Step 11: else
 Step 12: $f(X) := f(X) + g(X) \pmod{3}$
 Step 13: $b(X) := b(X) + c(X) \pmod{3}$
 Step 14: goto Loop

In this routine, all computations are done modulo 3, so all coefficients are chosen from the set $\{-1, 0, 1\}$. Also, the two ± 1 's in Step 5 are chosen to have the same sign.

The creation of NTRU public/private key pairs often requires finding the inverse of a polynomial $f(X)$ modulo not only a prime, but also a prime power, in particular a power of 2. However, once an inverse is determined modulo a prime p , a simple method based on Newton iteration allows one to rapidly compute the inverse modulo powers p^r . The following algorithm converges doubly exponentially, in the sense that it requires only about $\log_2(r)$ steps to find the inverse of $a(X)$ modulo p^r , once one knows an inverse modulo p .

Inversion in $(\mathbf{Z}/p^r\mathbf{Z})[X]/(X^N - 1)$
 Input: $a(X)$, p (a prime), r
 $b(X) \equiv a(X)^{-1} \pmod{p}$
 Output: $b(X) \equiv a(X)^{-1} \pmod{p^r}$
 Step 1: $q = p$
 Step 2: do while $q < p^r$
 Step 3: $q = q^2$
 Step 4: $b(X) := b(X)(2 - a(X)b(X)) \pmod{q}$

Finally, in the interest of completeness, we give a version of the almost inverse algorithm for an arbitrary prime p .

Inversion in $(\mathbf{Z}/p\mathbf{Z})[X]/(X^N - 1)$
Input: $a(X)$, p (a prime)
Output: $b(X) \equiv a(X)^{-1}$ in $(\mathbf{Z}/p\mathbf{Z})[X]/(X^N - 1)$
Step 1: Initialization: $k := 0$, $b(X) := 1$, $c(X) := 0$,
 $f(X) := a(X)$, $g(X) := X^N - 1$
Step 2: Loop:
Step 3: do while $f_0 = 0$
Step 4: $f(X) := f(X)/X$, $c(X) := c(X) * X$, $k := k + 1$
Step 5: if $\deg(f) = 0$ then
Step 6: $b(X) := f_0^{-1}b(X) \pmod{p}$
Step 7: **return $X^{N-k}b(X) \pmod{X^N - 1}$**
Step 8: if $\deg(f) < \deg(g)$ then
Step 9: **exchange f and g and exchange b and c**
Step 10: $u := f_0g_0^{-1} \pmod{p}$
Step 11: $f(X) := f(X) - u * g(X) \pmod{p}$
Step 12: $b(X) := b(X) - u * c(X) \pmod{p}$
Step 13: goto Loop

Why It Works

Since no explanation is given in [1], we briefly explain why the "almost inverse algorithm" works. The idea is that one starts with the vector $(f, g) = (a, m)$. One then multiplies (on the right) by the following matrices:

$$A = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}, \quad B = \begin{pmatrix} X^{-1} & 0 \\ 0 & 1 \end{pmatrix}, \quad C_u = \begin{pmatrix} 1 & 0 \\ -u & 1 \end{pmatrix}.$$

Note that the effect of these transformations is

$$(f, g)A = (g, f), \quad (f, g)B = (X^{-1}f, g), \quad (f, g)C_u = (f - ug, g).$$

So Step 4 is the matrix B , Step 9 is the matrix A , and Step 11 is the matrix C_u . Note that in Step 11, the value of u is chosen so that $f - ug$ is divisible by X (i.e., so that its constant term is 0). Then in Step 4 we divide f by X until its constant term is non-zero. Also, in Step 9 we make sure that $\deg(f) \geq \deg(g)$. The net effect is that each time through the loop the total degree $\deg(f) + \deg(g)$ is reduced by at least 1, so eventually f becomes a constant (provided $\gcd(f, g) = 1$). Hence the algorithm terminates in at most $\deg(a) + \deg(m)$ iterations.

Thus the algorithm produces a sequence of transformations D_1, D_2, \dots, D_r , where each D_i is one of A , B , or C_u , so that

$$(a, m)D_1D_2D_3 \cdots D_{r-1}D_r = (\alpha, *),$$

where α is a non-zero number modulo p . Unfortunately, the coefficients of the product $D_1 D_2 \cdots D_r$ are not polynomials, because the matrix B has X^{-1} as an entry. Let k be the number of times that B appears in the product $D_1 D_2 \cdots D_r$. (It is easily seen that this is the value of k being computed by the algorithm.) Then $X^k D_1 D_2 \cdots D_r$ has coefficients that are polynomials, say

$$X^k D_1 D_2 \cdots D_r = \begin{pmatrix} a' & * \\ m' & * \end{pmatrix}.$$

Now multiplying on the left by (a, m) yields

$$\begin{aligned} (aa' + mm', *) &= (a, m) \begin{pmatrix} a' & * \\ m' & * \end{pmatrix} \\ &= (a, m) X^k D_1 D_2 \cdots D_r \\ &= X^k (\alpha, *), \end{aligned}$$

so we have

$$aa' \equiv \alpha X^k \pmod{m}.$$

The question now is how does the almost inverse algorithm construct this value a' ? The answer is that while it is applying the transformations D_1, D_2, \dots, D_r starting from (a, m) , it is applying the same transformations starting from $(b, c) = (1, 0)$, except that in place of $B = \begin{pmatrix} X^{-1} & 0 \\ 0 & 1 \end{pmatrix}$, it instead applies $XB = \begin{pmatrix} 1 & 0 \\ 0 & X \end{pmatrix}$. Since B has been used k times, at the end of the algorithm the value of (b, c) is

$$(b, c) = (1, 0) X^k D_1 D_2 \cdots D_r = (1, 0) \begin{pmatrix} a' & * \\ m' & * \end{pmatrix} = (a', *).$$

In other words, at the end of the algorithm, b has a value satisfying

$$ab \equiv \alpha X^k \pmod{m}.$$

Since the value of α is simply f_0 (the constant term of f , which actually equals f at this stage of the algorithm), we see that $a^{-1} = f_0^{-1} X^{N-k} b$. (Note X^{-k} is equal to X^{N-k} , since we are working modulo $X^N - 1$.)

References

- [1] R. Schroepel, S. O'Malley, H. Orman, O. Spatscheck, Fast key exchange with elliptic curve systems, *Advances in Cryptology — CRYPTO 95*, Lecture Notes in Computer Science 973, D. Coppersmith, ed., Springer-Verlag, New York, 1995, 43–56.

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