# On Lucas Sequences Computation 

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#### Abstract

This paper introduces an improvement to a currently published algorithm to compute both Lucas "sister" sequences $V_{k}$ and $U_{k}$. The proposed algorithm uses Lucas sequence properties to improve the running time by about $20 \%$ over the algorithm published in [1].


Keywords: Lucas Sequences, Cryptography

## 1. Introduction

Lucas sequences have been used extensively in the field of cryptography. Two cryptosystems based on DLP for Lucas sequences LUCDIF and LUCELG were introduced in $[2,3]$. These are Diffie-Hellman and ElGamal algorithms formulated with Lucas sequences $V_{k}(P, Q)$ where $Q \equiv 1 \bmod p$. Several method for efficient computation of such sequences were subsequently published in [4,5] and [6]. The computation of Lucas sequences with any $Q$ is also valuable. In [1] the authors generalize the algorithm published in [4] for any type of Lucas sequences. In this paper we propose a change for this algorithm that significantly improves its average running time.
Such an algorithm could be useful for various purposes. As an example the authors suggest using it to compute the order of an elliptic curve. We can suggest using it for cryptosystems based on exponentiation of Gaussian integers (for example [7,8]). Gaussian integer exponentiation can be expressed in terms of Lucas sequences and vise versa ([9]). In fact, efficient algorithm to compute Lucas sequences could have many possible applications that we can't anticipate at this time.

## 2. Overview of Lucas Sequences

Lucas sequences are defined as sequences $U_{k}(P, Q)$ and $V_{k}(P, Q)\left(P^{2}-4 Q \neq 0\right)$ by recurrence relations:

$$
\begin{align*}
& U_{0}=0 ; U_{1}=1 ; U_{k}(P, Q)=P U_{k-1}-Q U_{k-2}  \tag{1}\\
& V_{0}=2 ; \quad V_{1}=P ; V_{k}(P, Q)=P V_{k-1}-Q V_{k-2} \tag{2}
\end{align*}
$$

Lucas sequences have many interesting properties and
relations ([10] can be used for a reference). For the purposes of this paper we are interested in the following relation:

$$
\begin{equation*}
U_{k}=\frac{2 V_{k+1}-P V_{k}}{P^{2}-4 Q} \tag{3}
\end{equation*}
$$

## 3. Algorithm to Compute $\boldsymbol{V}_{\boldsymbol{k}}$ and $\boldsymbol{U}_{\boldsymbol{k}}$

Algorithm 3.1. Algorithm to compute $V_{k}$ and $U_{k}$
Inputs: $k=\sum_{i=0}^{n-1} k_{i} 2^{i}$, where $n=\left\lceil\log _{2} k\right\rceil$
$(P, Q)$-Lucas sequence parameters
Outputs: $\left(V_{k}, U_{k}\right)$

1) $V_{l}:=2 ; V_{h}:=P$;
2) $Q_{l}:=1 ; Q_{h}:=1$;
3) for $j=n-1$ downto 0
4) $\quad Q_{l}:=Q_{l} * Q_{h}$;
5) $\quad$ if $(k[j]=1)$
6) $\quad Q_{h}:=Q_{l} * Q$;
7) $\quad V_{l}:=V_{h} * V_{l}-P * Q_{l}$;
8) $\quad V_{h}:=V_{h} * V_{h}-2 * Q_{h}$;
9) else
10) $\quad Q_{h}:=Q_{l}$;
11) $\quad V_{h}:=V_{h} * V_{l}-P * Q_{l}$;
12) $\quad V_{l}:=V_{l} * V_{l}-2 * Q_{h}$;
13) endif
14) endfor
15) $U_{k}:=\left(2 * V_{h}-P * V_{l}\right) /(P * P-4 * Q)$;
16) return $\left(V_{l}, U_{k}\right)$

The Algorithm 3.1 looks very much like the algorithm in [1]. The difference is that we do not compute $U_{h}$ as it is done in [1]. Instead we use relation (3) to compute $U_{k}$
on line 15 . This allows us to significantly cut the number of multiplications. For a random $k$ the number of multiplications in the algorithm presented in [1] is $\frac{11 \log _{2} k}{2}$. The number of multiplications in the Algorithm 3.1 is

$$
\begin{equation*}
\frac{9 \log _{2} k}{2}+2 \tag{4}
\end{equation*}
$$

Note: the multiplication by a small constants (2 or 4) on lines 8,12 and 14 have the running time of additions and, therefore, are not included in Equation (4).

## 4. Conclusions

In this paper we presented an improved algorithm to compute Lucas sequences $V_{k}$ and $U_{k}$. The proposed algorithm allows for approximately $20 \%$ improvement in running time, which could be significant, especially if it is used in real time cryptographic systems. Moreover, the improved algorithm does not require any special precalculations and there are no tradeoffs or restrictions.

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