MA/CSSE 473 Day 06

DivisionPrimes
Modular Arithmetic

MA/CSSE 473 Day 06 Announcements

- Note from HW3
  - Reminder: I will sometimes assign hard problems
  - Be sure to look at the problems early so you can start thinking about the non-obvious ones.
  - Like #2 on this assignment
- HW 4 due Tuesday
- Trominoes implementation problem due Friday, Sept 17
  - You can do this one with a partner
  - If you want help finding a partner, see the assignment document.
- HW 5 due Tuesday, Sept 21. Assignment available soon
- In-class Exam Tuesday, October 5.
  - Schedule will soon be updated to reflect this
- **Student Questions?**

There was no class Day 05 due to instructor absence.

Asymptotic Analysis Example

- Find a simple big-Theta expression (as a function of n) for the following sum
  - when $0 < c < 1$
  - when $c = 1$
  - when $c > 1$
- $f(n) = 1 + c + c^2 + c^3 + \ldots + c^n$

Q 1

Recap: Aritmetic Run-times

- For operations on two n-bit numbers:
- Addition: $\Theta(n)$
- Multiplication:
  - Standard algorithm: $\Theta(n^2)$
  - "Gauss-enhanced": $\Theta(n^{1.59})$, but with a lot of overhead.
- Division (see a later slide): $\Theta(n^2)$

Recap: Fibonacci Numbers

- Straightforward recursive algorithm:
  - Correctness is obvious
  - T(N) ≥ F(N), which is exponential ($\approx 2^{0.69N}$)

```
def fib1(n):
    if n==0:
        return 0
    if n==1:
        return 1
    return fib1(n-1) + fib1(n-2)

print fib1(6), fib1(7), fib1(8)
```

- Algorithm with storage to avoid recomputing:
  - Again, correctness is obvious
  - And the run-time is linear
    - until we dig deeper later

```
def fib2(n):
    nums = [0]*(n+1)
    nums[0] = 0
    nums[1] = 1
    for i in range(2, n+1):
        nums[i] = nums[i-1] + nums[i-2]
    return nums[n]
```

A Creative O(log N) Algorithm?

- Let X be the matrix $\begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix}$
- Then $\begin{pmatrix} F_1 \\ F_2 \end{pmatrix} = X \cdot \begin{pmatrix} F_0 \\ F_1 \end{pmatrix}$
- also $\begin{pmatrix} F_2 \\ F_3 \end{pmatrix} = X \cdot \begin{pmatrix} F_1 \\ F_2 \end{pmatrix} = X^2 \cdot \begin{pmatrix} F_0 \\ F_1 \end{pmatrix}, and \begin{pmatrix} F_n \\ F_{n+1} \end{pmatrix} = X^n \cdot \begin{pmatrix} F_0 \\ F_1 \end{pmatrix}$
- How many additions and multiplications of numbers are necessary to multiply two 2x2 matrices?
- If $n = 2^k$, how many matrix multiplications does it take to compute X^n?
  - O(log n), it seems.
- But there is a catch!

Disclaimer (added after class)

- The spirit of the next slide is good, but the details may be suspect. I think I managed to fuse the one n(the number whose Fibonacci we are calculating) with the other n (number of bits in the largest number we deal with). I hope to examine this more closely some day.
- It's funny how we often don't catch flaws in our logic until we go to explain them to someone else.

Reconsider our Fibonacci algorithms

- Refine T(n) calculations, (the time for computing the n^{th} Fibonacci number) for each of our three algorithms
  - **Recursive (fib1)**
    - We originally had $T(n) \in \Theta(F(n)) \approx \Theta(2^{0.694n})$
    - We assumed that addition was constant time.
    - Since each addition is $\Theta(n)$, the whole thing is $\Theta(n \cdot F(n))$
  - **Array (fib2)**
    - We originally had $T(n) \in \Theta(n)$, because of n additions.
    - Since each addition is $\Theta(n)$, the whole thing is $\Theta(n^2)$
  - **Matrix multiplication approach (fib3)**
    - We saw that $\Theta(\log n)$ 2x2 matrix multiplications give us F_n.
    - Let M(k) be the time required to multiply two k-bit numbers. $M(k) \in \Theta(k^a)$ for some a with $1 \le a \le 2$.
    - It's easy to see that $T(n) \in O(M(n) \log n)$
    - Can we show that $T(n) \in O(M(n))$?
      - Do it for $a = 2$ and $a = \log_2(3)$
      - If the multiplication of numbers is better than $O(n^2)$, so is finding the n^{th} Fibonacci number.

http://www.rose-hulman.edu/class/csse/csse473/201110/InClassCode/Day06_FibAnalysis_Division_Exponentiation/

FACTORING and PRIMALITY

- Two important problems
  - FACTORING: Given a number N, express it as a product of its prime factors
  - PRIMALITY: Given a number N, determine whether it is prime
- Where we will go with this eventually
  - Factoring is hard
    - The best algorithms known so far require time that is exponential in the number of bits of N
  - Primality testing is comparitively easy
  - A strange disparity for these closely-related problems
  - Exploited by cryptographic algorithms
- More on these problems later
  - First, more math and computational background…

Algorithm for Integer Division

```
def divide(x, y):
    """ Input: Two non-negative integers x and y, where y>=1.
        Output: The quotient and remainder when x is divided by y."""
    if x == 0:
        return 0, 0
    q, r = divide(x // 2, y)   # max recursive calls:
    q, r = 2 * q, 2 * r        #   number of bits in x
    if x % 2 == 1:
        r = r + 1
    if r >= y:                 # note that all of the multiplications
        q, r = q + 1, r - y    # and divisions are by 2:
    return q, r                #     simple bit shifts
```

Let's work through divide(19, 4).

Analysis?

Modular arithmetic definitions

- **x modulo N** is the remainder when x is divided by N. I.e.,
  - If $x = qN + r$, where $0 \le r < N$ (**q and r are unique!**),
  - then **x modulo N** is equal to r.
- x and y are **congruent modulo N**, which is written as $x \equiv y \pmod{N}$, if and only if N divides (x-y).
  - i.e., there is an integer k such that $x-y = kN$.
  - In a context like this, **a divides b** means "divides with no remainder", i.e. "a is a factor of b."
- Example: $253 \equiv 13 \pmod{60}$

Modular arithmetic properties

- Substitution rule
  - If $x \equiv x' \pmod{N}$ and $y \equiv y' \pmod{N}$, then $x + y \equiv x' + y' \pmod{N}$, and $xy \equiv x'y' \pmod{N}$
- Associativity
  - $x + (y + z) \equiv (x + y) + z \pmod{N}$
- Commutativity
  - $xy \equiv yx \pmod{N}$
- Distributivity
  - $x(y+z) \equiv xy + yz \pmod{N}$

Modular Addition and Multiplication

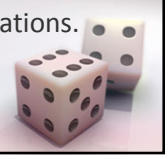
- To **add** two integers x and y modulo N (where k = $\lceil \log N \rceil$ (the number of bits in N), begin with regular addition.
  - x and y are in the range_____, so x + y is in range _____
  - If the sum is greater than N-1, subtract N.
  - Run time is Θ ( )
- To **multiply** x and y modulo N, begin with regular multiplication, which is quadratic in k.
  - The result is in range _____ and has at most ____ bits.
  - Compute the remainder when dividing by N, quadratic time. So entire operation is Θ( )

Modular Addition and Multiplication

- To **add** two integers x and y modulo N (where k = $\lceil \log N \rceil$, begin with regular addition.
  - x and y are in the range **0 to N-1**, so x + y is in range **0 to 2N-1**
  - If the sum is greater than N-1, subtract N.
  - Run time is Θ (**k**)
- To **multiply** x and y, begin with regular multiplication, which is quadratic in n.
  - The result is in range 0 to **$(N-1)^2$** and has at most **2k** bits.
  - Then compute the remainder when dividing by N, quadratic time in n. So entire operation is Θ(**k^2**)

Modular Exponentiation

- In some cryptosystems, we need to compute x^y modulo N, where all three numbers are several hundred bits long. Can it be done quickly?
- Can we simply take x^y and then figure out the remainder modulo N?
- Suppose x and y are only 20 bits long.
  - x^y is at least $(2^{19})^{(2^{19})}$, which is about 10 million bits long.
  - Imagine how big it will be if y is a 500-bit number!
- To save space, we could repeatedly multiply by x, taking the remainder modulo N each time.
  - If y is 500 bits, then there would be 2^{500} bit multiplications.
  - This algorithm is exponential in the length of y.
  - Ouch!



Modular Exponentiation Algorithm

```
def modexp(x, y, N):
    if y==0:
        return 1
    z = modexp(x, y/2, N)
    if y%2 == 0:
        return (z*z) % N
    return (x*z*z) % N
```

- Let n be the maximum number of bits in x, y, or N
- The algorithm requires at most ___ recursive calls
- Each call is Θ( )
- So the overall algorithm is Θ( )

Q4-6

Modular Exponentiation Algorithm

```
def modexp(x, y, N):
    if y==0:
        return 1
    z = modexp(x, y/2, N)
    if y%2 == 0:
        return (z*z) % N
    return (x*z*z) % N
```

- Let n be the maximum number of bits in x, y, or N
- The algorithm requires at most **n** recursive calls
- Each call is $\Theta(\mathbf{n^2})$
- So the overall algorithm is $\Theta(\mathbf{n^3})$