

## Recap:

1.  $\gcd(n, m)$ : largest number that divides  $n$  and  $m$ .

2. Useful identity:  $\forall n, m, \exists s, t$  s.t.

$$\gcd(n, m) = s \cdot n + t \cdot m$$

## Exercise (9.12 [LLM]):

2 player game. Player 1 chooses two natural numbers  $n, m$ , Player 2 chooses who plays first. Initially,  $n, m$  are written on the blackboard. Each player, during their turn, must write a NEW number  $> 0$  that is the difference of some two numbers on the board. The person who is not able to produce such a number loses.

eg  $P_1: 9, 15$

↓

$P_2: 6, 9, 15$

↓

$P_1: 3, 6, 9, 15$

↓

$P_2: 3, 6, 9, 12, 15$

$P_1$  loses

$11, 18 : P_1$

↓

$7, 11, 18 : P_2$

↓

$4, 7, 11, 18 : P_1$

↓

$4, 7, 11, 14, 18 : P_2$

↓

$3, 4, 7, 11, 14, 18 : P_1$

Lemma 8.1 : Player 2 can always win.

?? Initially, there are 2 numbers.

Suppose  $m \geq n$ . Eventually, we will have  $z = (m / \gcd(n, m))$  numbers, containing all multiples of  $\gcd(n, m)$  upto  $m$  (and nothing else). If  $z$  is odd, P1 plays first, else P2 plays first.

Proof of Lemma 8.1 : We will prove this using the following claims.

Claim 8-1 : At any stage,  $\gcd(n, m)$  divides all numbers.

Proof by induction.

$P(k)$  :  $\forall n, m$ , for any strategy, the set of numbers written after  $k^{\text{th}}$  step are divisible by  $\gcd(n, m)$ .

Base case  $k=1$  :  $n, m, m-n$  are the three numbers in step 1.  $\gcd(n, m)$  divides them all.

Suppose  $P(k-1)$  holds.

Take any  $n, m$ , and take any strategy. Let  $a_1, a_2, \dots, a_{k+1}$  be the numbers before  $k^{\text{th}}$  step. In  $k^{\text{th}}$  step, suppose we compute  $a_i - a_j$  for some  $i, j$ . Then  $\gcd(n, m)$  divides all  $a_j$ ,  $j \leq k+1$  (since we assumed  $P(k-1)$ ).

Next, note that  $\gcd(n, m)$  also divides the new number  $a_i - a_j$ . Hence  $P(k)$  holds.

Hence, using induction,  $\forall k$ ,  $P(k)$  holds. ▀

Observation: The game terminates in at most  $\max(n, m)$  steps.

Proof: Every step adds one new number to the sequence. Every number is at least 1, and at most  $\max(n, m)$ . Hence, game terminates in at most  $\max(n, m)$  steps. ▀

Since the game terminates in finite steps, the "final sequence" is well defined.

Claim 8.2 : Suppose the final seq of numbers is  $a_1 < a_2 < \dots < a_t$ . Then  $a_j = j \cdot a_1$  for all  $j$ .

Proof : Proof by contradiction.

Suppose  $\exists j$  s.t.  $a_j \neq j \cdot a_1$ .

Consider the smallest such  $j$ . Note that  $a_1 = 1 \cdot a_1$ , therefore  $j \geq 2$ .

$$a_{j-1} = (j-1) a_1 \quad \text{but} \quad a_j \neq j \cdot a_1.$$

Two possibilities.

$a_j > j \cdot a_1$ . Then  $(a_1 \dots a_t)$  is not the final sequence. We can have next seq.  $(a_1, a_2, \dots, a_{j-1}, a_j - a_1, a_j, \dots, a_t)$

Note that this is a new sequence because  $a_{j-1} < a_j - a_1 < a_j$

$a_j < j \cdot a_1$ . Consider  $a_0 = a_j - a_{j-1}$ .  $a_0 < a_1$ , and therefore  $(a_1 \dots a_t)$  is not the final sequence, as  $(a_1 \dots a_t) \rightarrow (a_0, a_1, \dots, a_t)$ .

Hence, contradiction. ▣

$a_1$  div. all num. in final list, which includes  $n$  and  $m$

From Claim 8.2, we get that  $a_1$  divides both  $n$  and  $m$ , and therefore  $a_1 \leq \gcd(n, m)$ . From Claim 8.1, we get that  $\gcd(n, m)$  divides  $a_1$ , and therefore  $\gcd(n, m) \leq a_1$ . Therefore,  $\gcd(n, m) = a_1$ , and the final sequence consists of all multiples of  $a_1$  that are at most  $m$ .

■

Some open-ended questions to conclude our discussion on gcd:

Qn 1: Let  $\gcd_n(a_1, a_2, \dots, a_n) = \left\{ \begin{array}{l} \text{largest } d \text{ that} \\ \text{divides all } a_i \end{array} \right\}$

$\gcd_n(a_1, a_2, \dots, a_n)$  can be computed efficiently using Euclid GCD algorithm.

consider  $\gcd_{n/2}(a_1, a_2, \dots, a_n) = \left\{ \begin{array}{l} \text{largest } d \text{ that} \\ \text{divides at least} \\ n/2 \text{ of the } a_i \end{array} \right\}$

(i) can  $\gcd_{n/2}(a_1, a_2, \dots, a_n)$  be computed efficiently?

(ii) can  $\gcd_{n/2}(a_1, a_2, \dots, a_n)$  be computed efficiently, if you are given the prime factorization of the  $a_i$ s?

(iii) Suppose  $\gcd_{n/2}(a_1, a_2, \dots, a_n)$  can be computed efficiently, using algorithm A. can we use A to find prime factorization of any natural number?

## Q2: Approximate GCD

Suppose you are given  $n$  natural numbers  $x_1, \dots, x_n$  s.t.  $x_i = p \cdot q_i$ , and suppose you are also given that  $\gcd_n(q_1, \dots, q_n) = 1$ .

Your job is to find  $p$ . Easy?

Now consider the following problem:

Given:  $x_1, x_2, \dots, x_n$  where

$$x_i = p \cdot q_i + r_i$$

$$n \sim 10000.$$

You are also given that  $p \sim 2^{1000}$   
all  $q_i < 2^{1000}$ , all  $-2^{100} < r_i < 2^{100}$ .

Goal: find  $p$ .

This problem is believed to be computationally hard, and is used to build public key encryption schemes (we may see this in Tutorial 3)

## MODULAR ARITHMETIC

Let  $n \in \mathbb{N}$ . The set of all possible remainders when dividing by  $n$ , denoted by  $\mathbb{Z}_n = \{0, 1, 2, \dots, n-1\}$ , can have interesting properties, depending on the structure of  $n$ .

We will study  $\mathbb{Z}_n$  when  $n$  is prime, and  $\mathbb{Z}_n$  when  $n$  is product of two primes. Both have immense practical applications, AND ALSO RICH MATH. STRUCTURE.

### Puzzle 1 : Dealing with top secrets

I have a 100 bit secret  $s$ . I want to 'distribute' this share among the class students s.t.

- if all students are present, then should be possible to recover  $s$ .

- if even one student missing, then the remaining students, even together, should not learn even 1 bit of information about  $s$ .

Suppose there are  $n$  students. Pick  $n-1$  100-bit strings, uniformly at random -  $r_1, r_2, \dots, r_{n-1}$ .

Give  $r_i$  to  $i^{\text{th}}$  student.

Give  $s \oplus \left( \bigoplus_{i=1}^{n-1} r_i \right)$  to  $n^{\text{th}}$  student.

Suppose, I want to distribute the secret  $s$  among  $n$  people s.t.

- any subset of  $t$  people should be able to reconstruct the secret.
- any subset with less than  $t$  people should learn nothing about  $s$ .



## Puzzle

## 2: ERROR CORRECTING CODES

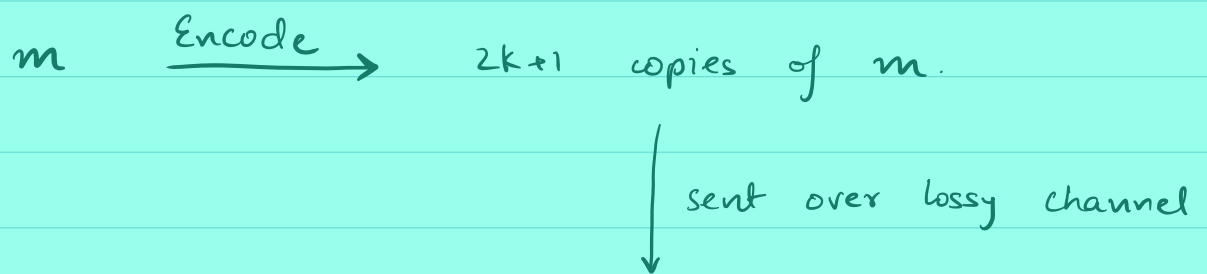
Alice

Bob

Alice wants to send a message to Bob over a lossy channel. The channel "corrupts"  $k$  of the packets. How should Alice "encode" her message?

Error-correcting codes are widely used in practice  
eg QR codes

Most natural idea:



Can we do better? ~~~~~

