



# CS201 DISCRETE MATHEMATICS FOR COMPUTER SCIENCE

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# Some Thoughts on Algorithm Design

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- **Algorithm Design**, is mainly about designing algorithms that have **small Big- $O$  running time**.
- Being able to do good algorithm design lets you identify the **hard parts** of your problem and deal with them **effectively**.
- Too often, programmers try to solve problems using **brute force techniques** and end up with **slow complicated code**!
- A few hours of abstract thought devoted to algorithm design could have **speeded up the solution substantially and simplified it**!



# Dealing with Hard Problems

- What happens if you **can't** find an efficient algorithm for a given problem?



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- What happens if you **can't** find an efficient algorithm for a given problem?

Blame yourself.



I couldn't find a polynomial-time algorithm.  
I guess I am too dumb.

# Dealing with Hard Problems

- What happens if you **can't** find an efficient algorithm for a given problem?

Show that **no**-efficient algorithm exists.



I couldn't find a polynomial-time algorithm,  
because **no** such algorithm exists.



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How can we prove the non-existence of something?

We will now learn about **NP-Complete** problems, which provide us with a way to approach this question.



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- Researchers have spent innumerable man-years trying to find efficient solutions to these problems but **failed**.
- So, **NP-Complete** problems are very likely to be **hard**.
- What do you do: prove that **your problem is NP-Complete**.



# Introduction

What do you actually do:



I couldn't find a polynomial-time algorithm,  
but neither could all these other smart people!

# Encoding the Inputs of Problems

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- **Complexity** of a problem is measure w.r.t **the size of input**.
- In order to formally discuss how hard a problem is, we need to be **much more** formal than before about the **input size** of a problem.



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- The **exact** input size  $s$ , determined by an **optimal** encoding method, is **hard** to compute in most cases.

However, we do **not** need to determine  $s$  **exactly**.

For most problems, it is sufficient to choose some **natural**, and (usually) **simple**, encoding and use the size  $s$  of this encoding.



# Input Size Example: Composite

## ■ Example:

Given a positive integer  $n$ , are there integers  $j, k > 1$  such that  $n = jk$ ? (i.e., **is  $n$  a composite number?**)



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Any integer  $n > 0$  can be represented in the **binary number system** as a string  $a_0a_1 \cdots a_k$  of length  $\lceil \log_2(n+1) \rceil$ .

Thus, a natural measure of input size is  $\lceil \log_2(n+1) \rceil$  (or just  **$\log_2 n$** )



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Using fixed length encoding, we write  $a_i$  as a binary string of length  $m = \lceil \log_2 \max(|a_i| + 1) \rceil$ .

This coding gives an input size  $nm$ .



# Complexity in terms of Input Size

- **Example:** (Composite)

The naive algorithm for determining whether  $n$  is composite compares  $n$  with the first  $n - 1$  numbers to see if **any of them divides  $n$**





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This makes  $\Theta(n)$  comparisons, so it might seem **linear** and very **efficient**.

**But**, note that the input size of this problem is  $size(n) = \log_2 n$ , so the number of comparisons performed is actually  $\Theta(n) = \Theta(2^{size(n)})$ , which is **exponential**.



# Input Size of Problems

- **Definition** Two positive functions  $f(n)$  and  $g(n)$  are of the same type if

$$c_1 g(n^{a_1})^{b_1} \leq f(n) \leq c_2 g(n^{a_2})^{b_2}$$

for all large  $n$ , where  $a_1, b_1, c_1, a_2, b_2, c_2$  are some positive constants.



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## Example:

All polynomials are of the same type, but *polynomials* and *exponentials* are of different types.



# Input Size Example: Integer Multiplication

- **Example:** (Integer Multiplication problem)

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The minimum input size is

$$s = \lceil \log_2(a + 1) \rceil + \lceil \log_2(b + 1) \rceil.$$

A natural choice is to use  $t = \log_2 \max(a, b)$  since  $\frac{s}{2} \leq t \leq s$ .



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If  $L$  is the problem, and  $x$  is the input, we will often write  $x \in L$  to denote a *yes* answer and  $x \notin L$  to denote a *no* answer.



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**Examples:**

*Knapsack* vs. *Decision Knapsack* (DKnapsack)



# Knapsack vs. DKnapsack

- We have a knapsack of capacity  $W$  (a positive integer) and  $n$  objects with weights  $w_1, \dots, w_n$  and values  $v_1, \dots, v_n$ , where  $v_i$  and  $w_i$  are positive integers.



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*Optimization problem:* (Knapsack)

Find the **largest value**  $\sum_{i \in T} v_i$  of any subset  $T$  that fits in the knapsack, i.e.,  $\sum_{i \in T} w_i \leq W$ .

*Decision problem:* (DKnapsack)

Given  $k$ , **is there a subset** of the objects that fits in the knapsack and has total value **at least  $k$** ?



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First solve the **optimization problem**, then check the **decision problem**. If it does, answer **yes**, otherwise **no**.





# Optimization and Decision Problems

- Given a subroutine for solving the **optimization problem**, solving the corresponding **decision problem** is usually **trivial**.

First solve the **optimization problem**, then check the **decision problem**. If it does, answer **yes**, otherwise **no**.

Thus, if we prove that a given **decision problem** is hard to solve efficiently, then it is **obvious** that the **optimization problem** must be (at least as) **hard**.



# Complexity Classes

- The **Theory of Complexity** deals with
  - ◇ the classification of certain “**decision problems**” into several classes:
    - ◇ the class of “easy” problems
    - ◇ the class of “hard” problems
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## **Question:**

How to classify decision problems?

**A.** Use **polynomial-time algorithms**.



# Polynomial-Time Algorithms

- **Definition** An algorithm is *polynomial-time* if its running time is  $O(n^k)$ , where  $k$  is a constant independent of  $n$ , and  $n$  is the *input size* of the problem that the algorithm solves.



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## Example:

The standard multiplication algorithm has time  $O(m_1 m_2)$ , where  $m_1, m_2$  denote the number of digits in the two integers, respectively.



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Let's return to the *Composite* problem.

- ◇ it checks, in time  $\Theta((\log N)^2)$ , whether  $K$  divides  $N$  for each  $K$  with  $2 \leq K \leq N - 1$ .
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In terms of the *input size*, the complexity is  $\Theta(2^n n^2)$ .



# Polynomial- vs. Nonpolynomial-Time

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In reality, an  $O(n^{20})$  algorithm is **not** really practical.





# Polynomial-Time Solvable Problems

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**Definition** (The **Class P**) The class P consists of all **decision problems** that are solvable in **polynomial time**. That is, there exists an algorithm that will decide in **polynomial time** if any given input is a **yes-input** or a **no-input**.



# The Class P

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How to prove that a decision problem is in P?



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How to prove that a decision problem is **not** in P?

**A.** You need to prove that there is **no** polynomial-time algorithm for this problem. (much much **harder**)



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*Verifying a certificate*: Given a presumed yes-input and its corresponding certificate, by making use of the given certificate, we verify that the input is actually a *yes-input*.



# The Class NP

- **Definition** The class **NP** consists of all decision problems such that, for each **yes-input**, there exists a *certificate* which allows one to verify in **polynomial time** that the input is indeed a **yes-input**.



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NP – “nondeterministic polynomial-time”



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- ◇ Given a **certificate**  $a$ , check whether  $a$  divides  $n$ .
- ◇ This can be done in  $O((\log n)^2)$ .
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Just being able to verify a certificate in **polynomial time** does **not** necessarily mean we can tell **whether an input is a yes-input or a no-input in polynomial time**.



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- Observe that  $P \subseteq NP$ .
- Intuitively,  $NP \subseteq P$  is **doubtful**.

Just being able to verify a certificate in **polynomial time** does **not** necessarily mean we can tell **whether an input is a yes-input or a no-input in polynomial time**.

**However**, we are still **no** closer to solving it and do not know the answer. The search for a solution, though, has provided us with deep insights into **what distinguishes an “easy” problem from a “hard” one**.



# Application of Number Theory

- G. H. Hardy (1877 - 1947)

In his 1940 autobiography *A Mathematician's Apology*, Hardy wrote “The great modern achievements of applied mathematics have been in relativity and quantum mechanics, and these subjects are, at present, **almost as ‘useless’ as the theory of numbers.**”



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If he could see the world now, Hardy would be spinning in his grave.



# Number Theory

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- *Number theory* is a branch of mathematics that explores integers and their properties, is the basis of **cryptography**, **coding theory**, **computer security**, **e-commerce**, etc.
- At one point, the largest employer of mathematicians in the United States, and probably the world, was the **National Security Agency** (NSA). The NSA is the largest spy agency in the US (bigger than CIA, Central Intelligence Agency), and has the responsibility for code design and breaking.



# Division

- If  $a$  and  $b$  are integers with  $a \neq 0$ , we say that  $a$  divides  $b$  if there is an integer  $c$  such that  $b = ac$ , or equivalently  $b/a$  is an integer. In this case, we say that  $a$  is a *factor* or *divisor* of  $b$ , and  $b$  is a *multiple* of  $a$ . (We use the notations  $a|b$ ,  $a \nmid b$ )



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## Example

◇  $4 \mid 24$

◇  $3 \nmid 7$



# Divisibility

- **All integers divisible by  $d > 0$**  can be **enumerated** as:  
 $\dots, -kd, \dots, -2d, -d, 0, d, 2d, \dots, kd, \dots$



# Divisibility

- **All integers divisible by  $d > 0$**  can be **enumerated** as:  
 $\dots, -kd, \dots, -2d, -d, 0, d, 2d, \dots, kd, \dots$
- **Question:** Let  $n$  and  $d$  be two positive integers. How many positive integers **not exceeding  $n$**  are divisible by  $d$ ?



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**Answer:** Count the number of integers such that  $0 < kd \leq n$ . Therefore, there are  $\lfloor n/d \rfloor$  such positive integers.



# Divisibility

## ■ Properties

Let  $a, b, c$  be integers. Then the following hold:

- (i) if  $a|b$  and  $a|c$ , then  $a|(b + c)$
- (ii) if  $a|b$  then  $a|bc$  for all integers  $c$
- iii) if  $a|b$  and  $b|c$ , then  $a|c$





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**Proof.**



# Divisibility

- **Corollary** If  $a, b, c$  are integers, where  $a \neq 0$ , such that  $a|b$  and  $a|c$ , then  $a|(mb + nc)$  whenever  $m$  and  $n$  are integers.



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**Proof.** By part (ii) and part (i) of Properties.



# The Division Algorithm

- If  $a$  is an integer and  $d$  a positive integer, then there are **unique** integers  $q$  and  $r$ , with  $0 \leq r < d$ , such that  $a = dq + r$ . In this case,  $d$  is called the *divisor*,  $a$  is called the *dividend*,  $q$  is called the *quotient*, and  $r$  is called the *remainder*.



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In this case, we use the notations  $q = a \text{ div } d$  and  $r = a \bmod d$ .



# Congruence Relation

- If  $a$  and  $b$  are integers and  $m$  is a positive integer, then  $a$  is *congruent to  $b$  modulo  $m$  if  $m$  divides  $a - b$* , denoted by  $a \equiv b \pmod{m}$ . This is called *congruence* and  $m$  is its *modulus*.



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## Example

- ◇  $15 \equiv 3 \pmod{6}$
- ◇  $-1 \equiv 11 \pmod{6}$



# More on Congruences

- Let  $m$  be a positive integer. The integers  $a$  and  $b$  are congruent modulo  $m$  if and only if there is an integer  $k$  such that  $a = b + km$ .





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**Proof.**

“only if” part

“if” part



# $(\bmod m)$ and $\bmod m$ Notations

- $a \equiv b \pmod{m}$  and  $a \bmod m = b$  are different.
  - ◇  $a \equiv b \pmod{m}$  is a **relation** on the set of integers
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**Proof.**



# Congruences of Sums and Products

- Let  $m$  be a positive integer. If  $a \equiv b \pmod{m}$  and  $c \equiv d \pmod{m}$ , then  $a + c \equiv b + d \pmod{m}$  and  $ac \equiv bd \pmod{m}$



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# Algebraic Manipulation of Congruences

- If  $a \equiv b \pmod{m}$ , then
  - $c \cdot a \equiv c \cdot b \pmod{m}$ ?
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$$14 \equiv 8 \pmod{6} \text{ but } 7 \not\equiv 4 \pmod{6}$$





# Computing the mod Function

- **Corollary** Let  $m$  be a positive integer and let  $a$  and  $b$  be integers. Then

$$(a + b) \bmod m = ((a \bmod m) + (b \bmod m)) \bmod m$$

$$ab \bmod m = ((a \bmod m)(b \bmod m)) \bmod m$$



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## Example

$$\diamond 7 +_{11} 9 = ?$$

$$\diamond 7 \cdot_{11} 9 = ?$$



# Arithmetic Modulo $m$

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- **Distributivity**: if  $a, b, c \in \mathbf{Z}_m$ , then  
 $a \cdot_m (b +_m c) = (a \cdot_m b) +_m (a \cdot_m c)$  and  
 $(a +_m b) \cdot_m c = (a \cdot_m c) +_m (b \cdot_m c)$



# Representations of Integers

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- We may use *decimal* (*base 10*) or *binary* or *octal* or *hexadecimal* or other notations to represent integers.
- Let  $b > 1$  be an integer. Then if  $n$  is a positive integer, it can be expressed **uniquely in the form**  
$$n = a_k b^k + a_{k-1} b^{k-1} + \dots + a_1 b + a_0,$$
 where  $k$  is nonnegative,  $a_i$ 's are nonnegative integers less than  $b$ . The representation of  $n$  is called *the base- $b$  expansion of  $n$*  and is denoted by  $(a_k a_{k-1} \dots a_1 a_0)_b$ .



# Base- $b$ Expansions

- To get the decimal expansion is easy.



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## Example

- ◇  $(101011111)_2 = 2^8 + 2^6 + 2^4 + 2^3 + 2^2 + 2^1 + 2^0 = 351$
- ◇  $(7016)_8 = 7 \cdot 8^3 + 1 \cdot 8 + 6 = 3598$



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- Conversions between binary, octal, hexadecimal expansions are easy.

## Example

- ◇  $(101011111)_2 = (\underline{101}\overline{011}\underline{111}) = (537)_8$
- ◇  $(7016)_8 = (\underline{111}\overline{000}\underline{001}\overline{110})_2$   
 $= (\underline{111}\overline{000}\underline{001}\overline{110})_2 = (E0E)_{16}$



# Base- $b$ Expansions

$$\begin{aligned}n &= a_k b^k + a_{k-1} b^{k-1} + a_{k-2} b^{k-2} + \cdots + a_2 b^2 + a_1 b + a_0 \\&= b(a_k b^{k-1} + a_{k-1} b^{k-2} + a_{k-2} b^{k-3} + \cdots + a_2 b + a_1) + \textcolor{red}{a_0} \\&= b(b(a_k b^{k-2} + a_{k-1} b^{k-3} + a_{k-2} b^{k-4} + \cdots + a_2) + \textcolor{red}{a_1}) + \textcolor{blue}{a_0} \\&= \cdots\end{aligned}$$



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To construct the base- $b$  expansion of an integer  $n$ ,

- Divide  $n$  by  $b$  to obtain  $\textcolor{blue}{n = bq_0 + a_0}$ , with  $0 \leq a_0 < b$
- The remainder  $a_0$  is the rightmost digit in the base- $b$  expansion of  $n$ . Then divide  $q_0$  by  $b$  to get  $\textcolor{blue}{q_0 = bq_1 + a_1}$  with  $0 \leq a_1 < b$
- $a_1$  is the second digit from the right. Continue by successively dividing the quotients by  $b$  until **the quotient is 0**



# Algorithm: Constructing Base- $b$ Expansions

```
procedure base b expansion( $n, b$ : positive integers with  $b > 1$ )  
   $q := n$   
   $k := 0$   
  while ( $q \neq 0$ )  
     $a_k := q \bmod b$   
     $q := q \operatorname{div} b$   
     $k := k + 1$   
  return( $a_{k-1}, \dots, a_1, a_0$ ) { ( $a_{k-1} \dots a_1 a_0$ ) $b$  is base  $b$  expansion of  $n$ }
```



# Example

- $(12345)_{10} = (30071)_8$



# Example

■  $(12345)_{10} = (30071)_8$

$$12345 = 8 \cdot 1543 + 1$$

$$1543 = 8 \cdot 192 + 7$$

$$192 = 8 \cdot 24 + 0$$

$$24 = 8 \cdot 3 + 0$$

$$3 = 8 \cdot 0 + 3$$



# Binary Addition of Integers

$$a = (a_{n-1}a_{n-2} \dots a_1a_0), \quad b = (b_{n-1}b_{n-2} \dots b_1b_0)$$

```
procedure add(a, b: positive integers)
{the binary expansions of a and b are  $(a_{n-1}, a_{n-2}, \dots, a_0)_2$  and  $(b_{n-1}, b_{n-2}, \dots, b_0)_2$ , respectively}
c := 0
for j := 0 to n - 1
    d :=  $\lfloor (a_j + b_j + c) / 2 \rfloor$ 
    sj :=  $a_j + b_j + c - 2d$ 
    c := d
sn := c
return(s0, s1, ..., sn) {the binary expansion of the sum is  $(s_n, s_{n-1}, \dots, s_0)_2$ }
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# Binary Addition of Integers

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$O(n)$  bit additions





# Algorithm: Binary Multiplication of Integers

$$a = (a_{n-1}a_{n-2} \dots a_1a_0)_2, \quad b = (b_{n-1}b_{n-2} \dots b_1b_0)_2$$

$$\begin{aligned} ab &= a(b_02^0 + b_12^1 + \dots + b_{n-1}2^{n-1}) \\ &= a(b_02^0) + a(b_12^1) + \dots + a(b_{n-1}2^{n-1}) \end{aligned}$$

```
procedure multiply(a, b: positive integers)
{the binary expansions of a and b are  $(a_{n-1}, a_{n-2}, \dots, a_0)_2$  and  $(b_{n-1}, b_{n-2}, \dots, b_0)_2$ , respectively}
for j := 0 to n - 1
    if bj = 1 then cj = a shifted j places
    else cj := 0
{c0, c1, ..., cn-1 are the partial products}
p := 0
for j := 0 to n - 1
    p := p + cj
return p {p is the value of ab}
```



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{ $c_0, c_1, \dots, c_{n-1}$  are the partial products}
p := 0
for j := 0 to n - 1
    p := p +  $c_j$ 
return p {p is the value of ab}
```

$O(n^2)$  shifts and  $O(n^2)$  bit additions



# Algorithm: Computing div and mod

```
procedure division algorithm (a: integer, d: positive integer)
  q := 0
  r := |a|
  while r ≥ d
    r := r - d
    q := q + 1
  if a < 0 and r > 0 then
    r := d - r
    q := -(q+1)
  return (q, r) {q = a div d is the quotient, r = a mod d is the
  remainder }
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# Algorithm: Computing div and mod

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procedure division algorithm ( $a$ : integer,  $d$ : positive integer)
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  while  $r \geq d$ 
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     $q := q + 1$ 
  if  $a < 0$  and  $r > 0$  then
     $r := d - r$ 
     $q := -(q+1)$ 
  return ( $q, r$ ) { $q = a \text{ div } d$  is the quotient,  $r = a \text{ mod } d$  is the remainder }
```

$O(q \log a)$  bit operations. But there exist more efficient algorithms with complexity  $O(n^2)$ , where  $n = \max(\log a, \log d)$



# Algorithm: Binary Modular Exponentiation

$$b^n = b^{a_{k-1} \cdot 2^{k-1} + \dots + a_1 \cdot 2 + a_0} = b^{a_{k-1} \cdot 2^{k-1}} \dots b^{a_1 \cdot 2} \cdot b^{a_0}$$

Successively finds  $b \bmod m$ ,  $b^2 \bmod m$ ,  $b^4 \bmod m$ ,  $\dots$ ,  $b^{2^{k-1}} \bmod m$ , and multiplies together the terms  $b^{2^j} \bmod m$  where  $a_j = 1$ .

```
procedure modular_exponentiation(b: integer,  $n = (a_{k-1}a_{k-2}\dots a_1a_0)_2$ , m: positive integers)
  x := 1
  power := b mod m
  for i := 0 to k - 1
    if  $a_i = 1$  then x := (x · power) mod m
    power := (power · power) mod m
  return x {x equals  $b^n \bmod m$ }
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# Algorithm: Binary Modular Exponentiation

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$O((\log m)^2 \log n)$  bit operations





# Next Lecture

- number theory, cryptography ...

