WEB3CLUBS FOUNDATION LIMITED

Course Instructor: DR. Cyprian Omukhwaya Sakwa

PHONE: +254723584205 Email: cypriansakwa@gmail.com

Foundational Mathematics for Web3 Builders

Implemented in RUST

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Basic properties of the integers

- Number theory and algebra are the basis for a large portion of contemporary cryptography.
- The study of the integers $\mathbb{Z}=\{\cdots,-4,-3,-2,-1,0,1,2,3,\cdots\} \text{ is known as number theory.}$
- Some of the fundamental characteristics of integers are covered in this chapter, including the concepts of primality and divisibility, unique factorization into primes, greatest common divisors, and least common multiples.
- We will study these properties and implement them in Rust.

Divisibility and primality

Definition 1

An integer $a \neq 0$ is called a divisor (factor) of an integer b (written $a \mid b$) if b = ac for some $c \in \mathbb{Z}$. We also say that b is a multiple of a, or that b is divisible by a. If a does not divide b, then we write $a \nmid b$.

Example 1

- a) $2 \mid 8$ because $8 = 2 \cdot 4$
- b) $4 \mid -20 \text{ since } -20 = 4(-5)$
- c) $3 \nmid 16$ since when we try to divide 16 by 3 we get a remainder.

• To divide big numbers such as a = 59416033658004120313555424513491018615317021176268 174958724971404913 by b = 27345537128851 we could use the Rust code below.

```
a = 59416033658004120313555424513491018615317021176268174958724971404913 by
b = 27345537128851 we could use the Rust code below.
1 use num_bigint::BigUint;//handles arbitrarily large unsigned integers
2 use num_integer::Integer;//offers methods for integer operations,
3 //such as division with remainder.
5 fn main() {
            // Large number as a string
            let large_number
  = "21888242871839275222246405745257275088696311157297823662689037894645226208587";
            // Divisor as a string
            let divisor = "2172787222208812865687284837625192001256856159830432362":
10
11
  // Parse the numbers as BigUint. //Unwrap() handles any potential mistakes
            // during parsing by halting the application if parsing fails.
13
14
         let num = BigUint::parse_bytes(large_number.as_bytes(), 10).unwrap();
let div = BigUint::parse_bytes(divisor.as_bytes(), 10).unwrap();
15
16
17
            // Perform division and note the remainder.
18
            //div_rem is used to divide num by div, and returns a tuple
19
            // containing the quotient and the remainder.
20
```

The output is

Quotient: 217278722220881286568728483762519200125685615

9830432363

Remainder: 0 and so $b \mid a$

When we divide

c = 21888242871839275222246405745257275088696311157297823662689037894645226208587

0

by d = 2172787222208812865687284837625192001256856159830432362

The output is

Quotient: 10073808722783318335649

Remainder: 10073808722783318335649 and so $d \nmid c$.

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Definition 2 (Primes and composites)

If n is a positive integer greater than 1 and no other positive integers besides 1 and n divide \underline{n} then we say \underline{n} is prime.

If n>1 but n is not prime, then n is said to be composite. That is, $n\in\mathbb{Z}$ is composite if and only if n=ab for some $a,b\in\mathbb{Z}$. The first few primes are $2,3,5,7,11,13,17,19,\cdots$.

• To list prime numbers up to a particular number n, we can use the Sieve of Eratosthenes algorithm, which is a fast approach to locate all primes less than or equal to n. Here's the Rust code to do this:

```
1 fn main() {
          let start = 1; // Starting point ✓
          let end = 144; // Ending point
         //Now check whether the starting point is greater than the finishing point.
          //If this is the case, the function terminates with an error message.
           //then calls gieve_of_eratosthenes_in_range to compute the prime
           //numbers in the specified range
           if start > end {
10 println!("Invalid_range: ustartu({})uis_greater_than_end_({})", start, end);
   11
                   return;
12
13
        let primes = sieve_of_eratosthenes_in_range(start, end);
14
16 println!("Prime_numbers_between_{})_and_{}\are:_{\(\cap{\chi}\)}", start, end, primes);
17 }
19 /// Use the Eratosthenes Sieve to generate prime numbers within a specific range.
20 //If the end is less than two, this technique produces an empty vector since there
21 //are no prime numbers fewer than two.
22 fn sieve_of_eratosthenes_in_range(start: usize, end: usize) -> Vec<usize> {
           if end < 2 {
                   return vec![];
24
25
           //At initialization, A vector vector is constructed and used to
26
           //indicate if an integer is prime (true) or not prime.
27
           //Goes from two to the square root of the end. For each number num,
           // if is_prime[num] is true, it marks all multiples of num as false (non-prime).
29
```

```
30 let mut is_prime = vec![true; end + 1];
           is_prime[0] = false;
31
           is_prime[1] = false;
32
33
           for num in 2..=((end as f64).sqrt() as usize) {
34
                   if is_prime[num] {
35
                            for multiple in (num * num..=end).step_by(num) {
                                    is_prime[multiple] = false;
37
                            }
                   }
           //Collects and returns the prime numbers in the specified range
41
           is_prime.iter()
42
           .enumerate()
43
           .filter(|&(num, &prime)| prime && num >= start)
44
           .map(|(num, _)| num)
45
           .collect()
47 }
```

Using this code prints;

Prime numbers between 1 and 120: [2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41, 43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97, 101, 103, 107, 109, 113]

- You might use the same Rust code to find prime numbers within a given range.
- For example, the primes between 200000000 and 200000900 are: It prints Prime numbers between 200000000 and 200000900:

[200000033, 200000039, 200000051, 200000069, 200000081, 200000083, 200000089, 200000093, 200000107, 200000117, 200000123, 200000131, 200000161, 200000183, 200000201, 200000209, 200000221, 200000237, 200000239, 200000243, 200000299, 200000321, 200000329, 200000347, 200000377, 200000399, 200000417, 200000431, 200000447, 200000453, 200000477, 200000483, 200000491, 200000513, 200000527, 200000531, 200000543, 200000551, 200000579, 200000677, 200000719, 200000729, 200000777, 200000797, 200000803, 200000819, 200000831, 200000833, 200000863, 200000881, 200000891]

- The Eratosthenes Sieve is excellent for generating primes of up to a few million. Beyond that, memory limits may make it impractical. Sieve of Eratosthenes can be made efficient with optimizations like segmentation and parallelism.
- The following code has been made efficient. Compare it to the first one.

```
1 use num_bigint::BigUint;
2 use num_traits::{One, Zero};
3 use num_integer::Integer;
4 use rayon::prelude::*;
5 use std::str::FromStr;
6 use std::time::Instant;
8 // Function to determine if a number is prime.
9 fn is_prime(n: &BigUint) -> bool {
          if n <= &BigUint::one() {</pre>
                  return false;
11
12
          let two = BigUint::from(2u32);
13
          if n == &two {
14
                  return true;
15
16
          if n.is_even() {
17
                  return false;
```

```
20
          let mut i = BigUint::from(3u32);
21
          let limit = sqrt(n) + &bigUint::one();
22
           while &i < &limit {
23
                   if n % &i == BigUint::zero() {
24
                           return false;
25
26
                   i += &two;
27
           }
28
29
30 }
31
  // Function for computing the integer square root using the Newton method.
33 fn sqrt(n: &BigUint) -> BigUint {
          let mut x0: BigUint = n.clone();
34
```

```
let mut x1: BigUint = (n >> 1) + BigUint::one();
           while x1 < x0 {
                   x0 = x1.clone();
37
                   x1 = (n / &x1 + &x1) >> 1;
38
           }
39
          x0
40
41 }
42
43 fn main() {
           let lower_str = "20000000000";
44
           let upper_str ="20000009000";
45
46
           let lower = BigUint::from_str(lower_str).unwrap();
47
           let upper = BigUint::from_str(upper_str).unwrap();
```

```
49
           println!("Finding_primes_between_{\|}\and_{\|}\", lower_str, upper_str);
50
           let start = Instant::now();
51
52
       // Convert the BigUint range to a Vec<BigUint> for parallel processing
53
54
           let mut numbers = Vec::new();
55
           let mut num = lower.clone();
           while num <= upper {
56
                   numbers.push(num.clone());
57
                   num += BigUint::one();
58
           }
59
60
           // Find primes in parallel
61
           let primes: Vec<BigUint> = numbers
62
           .into_par_iter()
63
           .filter(|num| is_prime(num))
64
           .collect();
65
66
           for prime in primes {
67
                   println!("{}", prime);
68
           }
69
70
71
           let duration = start.elapsed();
           println!("Time_taken:_{{:?}}", duration);
72
73 }
```

- For large-scale primality testing, use probabilistic tests such as the Miller-Rabin test or advanced deterministic tests with very big integers.
- For practical applications involving huge numbers (e.g., cryptography), probabilistic testing are often combined with known prime-generating algorithms.
- Such tasks can be efficiently implemented using tools like GMP and Rust libraries like Primal.
- Note that the set of primes is infinite.

Theorem 3 (Fundamental theorem of arithmetic)

Every integer greater than 1 is either a prime number or it can be factored uniquely into a product of primes.

That is,
$$n=p_1^{n_1}p_2^{n_2}\cdots p_r^{n_r}$$
 ,

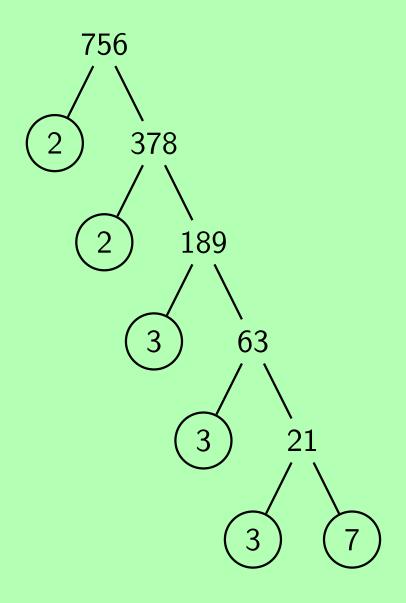
where p_1, \dots, p_r are distinct primes and n_1, \dots, n_r are positive integers.

This theorem is also called the unique factorization theorem or unique prime factorization theorem

Let us now factorize composites.

Example 2

Find the prime factorization for $3780\,$



Example 3

Find the prime factorization for 12600

Thus $12600 = 2^3 \times 3^2 \times 5^2 \times 7$

We can check ours findings using Rust code,

```
fn main() {
    let number = 12600; // The number that requires factorization
    let factors = prime_factors(number);
```

```
println!("Prime_factors_of_{\( \) \{\)}_are:_\{:?}\", number, factors);
6
7
8
           fn prime_factors(mut n: u64) -> Vec<u64> {
                    let mut factors = Vec::new();
10
                   // Checks for number of 2s that divide n
11
                    while n % 2 == 0 {
12
                            factors.push(2);
13
                            n /= 2;
14
                    }
15
16
                    // At this stage, n must be odd so we skip even numbers.
17
                    let mut i = 3;
18
                    while i * i <= n {
19
                            // While i divides n, add i and divide n
20
                            while n % i == 0 {
21
                                     factors.push(i);
22
                                     n /= i;
23
24
                            i += 2;
25
```

```
// This condition handles scenarios where n is a prime number
// bigger than 2
if n > 2 {
    factors.push(n);
}

factors
}
```

which on compiling prints Prime factors of 12600 are: [2, 2, 2, 3, 3, 5, 5, 7]

Note that any algorithm finding prime factorization of integers also answers a simpler question of whether a given integer is prime or composite?

If the number we are factoring is large we could use algorithms like Pollard's ρ Algorithm, Pollard's P-1 algorithm or the Elliptic curve factorization Algorithm. The following is the Rust code for Pollard's ρ algorithm and we use it to factorize