# 01204211 Discrete Mathematics Lecture 8a: Integers and GCD

Jittat Fakcharoenphol

September 27, 2022

In the third part of the course, we study number theory, a once-thought-to-be "useless" branch of mathematics.

In the third part of the course, we study number theory, a once-thought-to-be "useless" branch of mathematics.

Why?

In the third part of the course, we study number theory, a once-thought-to-be "useless" branch of mathematics.

#### Why?

- ▶ The topic itself is very very beautiful.
- It has many applications in cryptography and error correcting codes.

In the third part of the course, we study number theory, a once-thought-to-be "useless" branch of mathematics.

### Why?

- ▶ The topic itself is very very beautiful.
- It has many applications in cryptography and error correcting codes.

#### We will cover:

- ▶ Basic concepts of divisibility, prime numbers, and congruence.
- ▶ How to quickly check if a number is prime.
- How to essentially perform "division" with integers, allowing us to work with important and useful objects like polynomials using only integers.

In the third part of the course, we study number theory, a once-thought-to-be "useless" branch of mathematics.

### Why?

- ► The topic itself is very very beautiful.
- It has many applications in cryptography and error correcting codes.

#### We will cover:

- ▶ Basic concepts of divisibility, prime numbers, and congruence.
- How to quickly check if a number is prime.
- How to essentially perform "division" with integers, allowing us to work with important and useful objects like polynomials using only integers.
- Applications like cryptography (RSA), secret sharing, erasure codes and error correcting codes.



#### **Definitions**

### Definition (divisibility)

We say that an integer a divides b or b is divisible by a if there exist an integer k such that

$$b = ak$$
.

If it is the case, we also write a|b. We also say that a is a **divisor** (or a **factor**) of b.

On the other hand if a does not divide b, we write  $a \not b$ .

# **Examples**

If a|b and a|c, prove that a|(b+c).

### Examples

If a|b and a|c, prove that a|(b+c).

If a|b and b|c, prove that a|c.

### Defintion (remainder)

The **remainder** of the division of b with a is an integer r when there exists an integer q such that

$$b = qa + r,$$

where  $0 \le r < a$ .

### Defintion (remainder)

The  ${\bf remainder}$  of the division of b with a is an integer r when there exists an integer q such that

$$b = qa + r,$$

where  $0 \le r < a$ .

We refer to q as the **quotient** of the division.

### Defintion (remainder)

The **remainder** of the division of b with a is an integer r when there exists an integer q such that

$$b = qa + r,$$

where  $0 \le r < a$ .

We refer to q as the **quotient** of the division.

#### **Examples:**

### Defintion (remainder)

The **remainder** of the division of b with a is an integer r when there exists an integer q such that

$$b = qa + r,$$

where  $0 \le r < a$ .

We refer to q as the **quotient** of the division.

#### **Examples:**

We use operator mod to denote an operation for finding the remainder of a division. I.e.,  $a \mod b$  is the remainder of dividing a with b.

## **Examples**

Let r be the remainder of the division of b by a. Assume that c|a and c|b. Prove that c|r.

## More examples

For every integer a,  $a - 1|a^2 - 1$ .

#### **Primes**

### Definition (primes)

- An integer p > 1 is a **prime** if its divisors are only p, -p, 1, and -1.
- ▶ If an integer n > 1 is not a prime, it is called a **composite**.
- ▶ Note: 1 is not a prime and also not a composite.

### Algorithm for testing primes

#### Recall our CheckPrime2 algorithm

```
Algorithm CheckPrime2(n): // Input: an integer n
if n <= 1:
    return False
let s = square root of n
i = 2
while i <= s:
    if n is divisible by i:
        return False
    i = i + 1
return True
```

How fast can it run?

### Algorithm for testing primes

#### Recall our CheckPrime2 algorithm

```
Algorithm CheckPrime2(n): // Input: an integer n
if n <= 1:
    return False
let s = square root of n
i = 2
while i <= s:
    if n is divisible by i:
        return False
    i = i + 1
return True
```

How fast can it run? Note that  $s=\sqrt{n}$ ; therefore, it takes time  $O(\sqrt{n})$  to run.

Is  $O(\sqrt{n})$  for checking a prime number efficient?

Is  $O(\sqrt{n})$  for checking a prime number efficient? What is the "size" of the input to the problem?

Is  $O(\sqrt{n})$  for checking a prime number efficient? What is the "size" of the input to the problem? The input contains one integer n; is the size of the input just 1?

Is  $O(\sqrt{n})$  for checking a prime number efficient? What is the "size" of the input to the problem? The input contains one integer n; is the size of the input just 1? When working with input consisting only a few numbers, we typically use the number of bits. For integer n, the number of bits of n is  $\lceil \log_2 n \rceil$ .

Is  $O(\sqrt{n})$  for checking a prime number efficient? What is the "size" of the input to the problem? The input contains one integer n; is the size of the input just 1? When working with input consisting only a few numbers, we typically use the number of bits. For integer n, the number of bits of n is  $\lceil \log_2 n \rceil$ .

n	number of bits of $n$	$\sqrt{n}$
2	1	1.414
4	2	2
16	4	4
1,024	10	32
1,048,576	20	1,024
1,125,899,906,842,624	50	33,554,432
1,267,650,600,228,229,401,496,703,205,376	100	1,125,899,906,842,624

Is  $O(\sqrt{n})$  for checking a prime number efficient? What is the "size" of the input to the problem? The input contains one integer n; is the size of the input just 1? When working with input consisting only a few numbers, we typically use the number of bits. For integer n, the number of bits of n is  $\lceil \log_2 n \rceil$ .

n	number of bits of $n$	$\sqrt{n}$
2	1	1.414
4	2	2
16	4	4
1,024	10	32
1,048,576	20	1,024
1,125,899,906,842,624	50	33,554,432
1,267,650,600,228,229,401,496,703,205,376	100	1,125,899,906,842,624

Side note: Recall that the first step in RSA is to find a pair of large primes. Typically we want them to be of size in the *thousand* bits.

### Definition (GCD)

For integers x and y, the **greatest common divisor** (or GCD) of x and y is the largest integer g such that g|x and g|y. We refer to it as gcd(x,y).

### Definition (GCD)

For integers x and y, the **greatest common divisor** (or GCD) of x and y is the largest integer g such that g|x and g|y. We refer to it as gcd(x,y).

A simple way to find gcd(x, y):

```
g = min(x,y)
while (x mod g != 0) or (y mod g != 0):
    g -= 1
return g
```

### Definition (GCD)

For integers x and y, the **greatest common divisor** (or GCD) of x and y is the largest integer g such that g|x and g|y. We refer to it as gcd(x,y).

A simple way to find gcd(x, y):

```
g = min(x,y)
while (x mod g != 0) or (y mod g != 0):
    g -= 1
return g
```

What is the running time of this algorithm?

### Definition (GCD)

For integers x and y, the **greatest common divisor** (or GCD) of x and y is the largest integer g such that g|x and g|y. We refer to it as gcd(x,y).

A simple way to find gcd(x, y):

```
g = min(x,y)
while (x mod g != 0) or (y mod g != 0):
    g -= 1
return g
```

What is the running time of this algorithm? Does it run in polynomial time on the size of the input?

### Euclid's algorithm

```
Algorithm Euclid(x,y):
   if x mod y == 0:
     return y
   else:
     return Euclid(y, x mod y)
```

### Euclid's algorithm

```
Algorithm Euclid(x,y):
   if x mod y == 0:
     return y
   else:
     return Euclid(y, x mod y)
```

```
Let's see how it works with Euclid(12311, 24324): Euclid( 12311, 24324) Euclid( 24324, 12311) Euclid( 12311, 12013) Euclid( 12013, 298) Euclid( 298, 93) Euclid( 93, 19) Euclid( 19, 17) Euclid( 17, 2) Euclid( 2, 1)
```

#### **Proofs**

We have to prove two properties:

- For any integers x and y,  $\operatorname{Euclid}(x,y) = \gcd(x,y)$ .
- ► The running time of Euclid.

#### **Proofs**

We have to prove two properties:

- For any integers x and y,  $\operatorname{Euclid}(x,y) = \gcd(x,y)$ .
- ► The running time of Euclid.

Note that when x < y,  $\operatorname{Euclid}(x,y)$  just calls itself with both arguments swapped, i.e.,  $\operatorname{Euclid}(y,x)$ . After that, in each call, x is always larger than y. For simplicity of the analysis, we shall work only with the case that x > y.

#### Theorem 1

For any integers x and y such that x > y,  $\operatorname{Euclid}(x,y) = \gcd(x,y)$ .

#### Proof.

We prove using strong induction. For the base case, note that when y|x, gcd(x,y)=y; therefore, the base case of the algorithm is correct.

Our induction hypothesis is: for any  $x^{\prime} < x$  and  $y^{\prime} < y$ ,

 $\operatorname{Euclid}(x', y') = \gcd(x', y').$ 

Now assume that  $y \not| x$ . The Euclid algorithm returns  $\operatorname{Euclid}(y, x \mod y)$  as the gcd. Note that y < x and  $x \mod y < y$ . Therefore, we can use the l.H. to claim that

$$\operatorname{Euclid}(y, x \bmod y) = \gcd(y, x \bmod y).$$

Thus, we are left to show that

$$gcd(x, y) = gcd(y, x \mod y).$$



What is  $x \mod y$ ?

## What is $x \mod y$ ?

Let  $\lfloor a \rfloor$  be the largest integer a' such that  $a' \leq \lfloor a \rfloor$ .

# What is $x \mod y$ ?

Let  $\lfloor a \rfloor$  be the largest integer a' such that  $a' \leq \lfloor a \rfloor$ .

$$x \bmod y = x - \left\lfloor \frac{x}{y} \right\rfloor \cdot y$$

### Lemma 2

If a|x and a|y, then  $a|x \mod y$ .

### Lemma 2

If a|x and a|y, then  $a|x \mod y$ .

### Lemma 3

 $\gcd(x,y)=\gcd(y,x\bmod y)$ 

#### Consider Euclid(x, y):

If we start with x < y, the next calls will always have that x > y; so we have at most one call with x < y.

- If we start with x < y, the next calls will always have that x > y; so we have at most one call with x < y.
- ▶ When can we decrease the value of x or y in the calls?

- If we start with x < y, the next calls will always have that x > y; so we have at most one call with x < y.
- ▶ When can we decrease the value of *x* or *y* in the calls?
- ▶ When  $y \le x/2$ , when  $\operatorname{Euclid}(x,y)$  calls  $\operatorname{Euclid}(y,x \bmod y)$  the first argument decreases by half.

- If we start with x < y, the next calls will always have that x > y; so we have at most one call with x < y.
- ▶ When can we decrease the value of *x* or *y* in the calls?
- ▶ When  $y \le x/2$ , when  $\mathsf{Euclid}(x,y)$  calls  $\mathsf{Euclid}(y,x \bmod y)$  the first argument decreases by half.
- ▶ How about when y > x/2?

- If we start with x < y, the next calls will always have that x > y; so we have at most one call with x < y.
- ▶ When can we decrease the value of *x* or *y* in the calls?
- ▶ When  $y \le x/2$ , when  $\mathsf{Euclid}(x,y)$  calls  $\mathsf{Euclid}(y,x \bmod y)$  the first argument decreases by half.
- ► How about when y > x/2? Euclid $(x, y) \Rightarrow$

- If we start with x < y, the next calls will always have that x > y; so we have at most one call with x < y.
- ▶ When can we decrease the value of *x* or *y* in the calls?
- ▶ When  $y \le x/2$ , when  $\mathsf{Euclid}(x,y)$  calls  $\mathsf{Euclid}(y,x \bmod y)$  the first argument decreases by half.
- ► How about when y > x/2? Euclid $(x, y) \Rightarrow$  Euclid $(y, x \mod y) \Rightarrow$

- If we start with x < y, the next calls will always have that x > y; so we have at most one call with x < y.
- ▶ When can we decrease the value of *x* or *y* in the calls?
- ▶ When  $y \le x/2$ , when  $\mathsf{Euclid}(x,y)$  calls  $\mathsf{Euclid}(y,x \bmod y)$  the first argument decreases by half.
- ► How about when y > x/2? Euclid $(x,y) \Rightarrow$  Euclid $(y,x \mod y) \Rightarrow$ Euclid $(x \mod y, y \mod (x \mod y))$

- If we start with x < y, the next calls will always have that x > y; so we have at most one call with x < y.
- ▶ When can we decrease the value of *x* or *y* in the calls?
- ▶ When  $y \le x/2$ , when  $\mathsf{Euclid}(x,y)$  calls  $\mathsf{Euclid}(y,x \bmod y)$  the first argument decreases by half.
- ▶ How about when y>x/2?

  Euclid $(x,y)\Rightarrow$  Euclid $(y,x\bmod y)\Rightarrow$ Euclid $(x\bmod y,y\bmod (x\bmod y))$  Note that in this case,  $x\bmod y\leq y/2\leq x/2.$

- If we start with x < y, the next calls will always have that x > y; so we have at most one call with x < y.
- ▶ When can we decrease the value of *x* or *y* in the calls?
- ▶ When  $y \le x/2$ , when  $\mathsf{Euclid}(x,y)$  calls  $\mathsf{Euclid}(y,x \bmod y)$  the first argument decreases by half.
- ▶ How about when y>x/2?Euclid $(x,y)\Rightarrow$  Euclid $(y,x\bmod y)\Rightarrow$ Euclid $(x\bmod y,y\bmod (x\bmod y))$  Note that in this case,  $x\bmod y\leq y/2\leq x/2.$  Thus, after two recursive calls, the first argument decreases by half.
- ► How many times can that happen?
- ▶ The first argument can decrease by a factor of two for at most  $\log x$  times. Therefore, the Euclid algorithm runs in time  $O(\log \max\{x,y\}) = O(\log x + \log y)$ .

How fast can we compute  $x^y$ ?

How fast can we compute  $x^y$ ?

```
Algorithm power(x,y):
    a = 1
    for i = 1,2,...,y:
        a *= x
    return a
```

How fast can we compute  $x^y$ ?

```
Algorithm power(x,y):
    a = 1
    for i = 1,2,...,y:
        a *= x
    return a
```

What is the running time?

How fast can we compute  $x^y$ ?

```
Algorithm power(x,y):
    a = 1
    for i = 1,2,...,y:
        a *= x
    return a
```

What is the running time? Is it efficient?

### Repeated squaring

If y is a power of two, we can find  $x^y$  using small number of multiplications using repeated squaring. E.g.,

$$x^{16} = (x^8)^2 = ((x^4)^2)^2 = (((x^2)^2)^2)^2.$$

### Repeated squaring

If y is a power of two, we can find  $x^y$  using small number of multiplications using repeated squaring. E.g.,

$$x^{16} = (x^8)^2 = ((x^4)^2)^2 = (((x^2)^2)^2)^2.$$

```
Algorithm power(x,y): // for y=2^k
if y == 0:
   return 1
else:
   a = power(x, y / 2)
   return a*a
```

```
Algorithm power(x,y):
    if y == 0:
        return 1
    else:
        a = power(x, floor(y / 2))
    if y mod 2 == 0:
        return a*a
    else
        return a*a*x
```

```
Algorithm power(x,y):
    if y == 0:
        return 1
    else:
        a = power(x, floor(y / 2))
    if y mod 2 == 0:
        return a*a
    else
        return a*a*x
```

What is the number of recursive calls?

```
Algorithm power(x,y):
   if y == 0:
     return 1
   else:
     a = power(x, floor(y / 2))
   if y mod 2 == 0:
     return a*a
   else
     return a*a*x
```

What is the number of recursive calls? What is the running time?

```
Algorithm power(x,y):
   if y == 0:
     return 1
   else:
     a = power(x, floor(y / 2))
   if y mod 2 == 0:
     return a*a
   else
     return a*a*x
```

What is the number of recursive calls?

What is the running time?

While the number of multiplication is small, the numbers involved is huge as  $x^y$  has  $y \log x$  bits. Computing  $x^y$  exactly definitely takes a long time.

# Repeated squaring (general y, mod n)

### Computing $x^y \mod n$ :

```
Algorithm power(x,y,n):

if y == 0:
    return 1

else:
    a = power(x, floor(y / 2)) mod n

if y mod 2 == 0:
    return a*a mod n

else
    return a*a*x mod n
```