Three Triangles Integer Factorization Algorithm

This is my discovery of an algorithm for integer factorization. To my knowledge it is not based on any existing solutions. I do not claim it to be efficient or useful, I'm only concerned with its correctness and completeness.

Abstract

Factor the composite number C = (a+1)*(a+b) by finding the solution to C = T(a) + T(a+b) - T(b-1) where T(n) generates the nth triangular number

Definitions

- a, b := natural numbers
- T(n) := n*(n+1)/2
- S(a, b) := T(a)+T(a+b)-T(b-1)
- make_even(n) := if n is odd return n-1 else return n

Proof of (a+1)*(a+b)=T(a)+T(a+b)-T(b-1)

```
1. (a+1)*(a+b)=T(a)+T(a+b)-T(b-1)
```

- 2. a*a+a*b+a+b=a*(a+1)/2+(a+b)*(a+b+1)/2-(b-1)*b/2
- 3. 2*a*a+2*a*b+2*a+2*b=a*(a+1)+(a+b)*(a+b+1)-(b-1)*b
- 4. 2*a*a+2*a*b+2*a+2*b=a*a+a+a*(a+b+1)+b*(a+b+1)-b*b+b
- 5. 2*a*a+2*a*b+2*a+2*b=a*a+a+a*a+a*b+a+b*a+b*b+b-b*b+b
- 6. 2*a*a+2*a*b+2*a+2*b=2*a*a+2*a*b+2*a+2*b
- 7. *0=0*

Proof that S(a, b) > S(a-2, b+2)

This is required to show that the algorithm makes progress on step 3.

```
1. S(a, b) > S(a-2, b+2)
```

- 2. (a+1)*(a+b) > (a+1-2)*(a+b-2+2)
- 3. a*a+a+b > (a-1)*(a+b)
- 4. a*a+a+b > a*a-(a+b)
- 5. a+b > -(a+b)
- 6. 1*(a+b) > -1*(a+b)
- 7. Since a, $b > 0 \Rightarrow 1 > -1$

Proof that S(a, b) < S(a, b+max(1, ceil((C-S(a, b))/(a+1))))

This is required to show that the algorithm makes progress on step 4.

```
1. S(a, b) < S(a, b+max(1, ceil((C-S(a, b))/(a+1))))
```

- 2. (a+1)*(a+b) < (a+1)*(a+b+max(1, ceil((C-S(a, b))/(a+1))))
- 3. a+b < a+b+max(1, ceil((C-S(a, b))/(a+1)))
- 4. 0 < max(1, ceil((C S(a, b))/(a+1)))
- 5. 0 < 1

Algorithm

input: C => integer greater than 2
output: found factors, or 1 and C if C is a prime number

```
1. let a = make_even(floor(sqrt(C)) - 1)
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- 2. let b = 1
- 3. if S(a, b) > C then a = a 2, b = b + 2
- 4. if S(a, b) < C then b = b + max(1, ceil((C S(a, b)) / (a + 1)))
- 5. if S(a, b) == C then exit: found factors (a + 1) and (a + b)
- 6. if a == 0 then exit: C is a prime number
- 7. goto step 3.

Examples

Factor 51

```
1. a = 6, b = 1
   S(6, 1) = 49
   => b = b + max(1, ceil(2 / 7))
2. a = 6, b = 2
   S(6, 2) = 56
   => a = a - 2, b = b + 2
3. a = 4, b = 4
   S(4, 4) = 40
   => b = b + max(1, ceil(11/5))
4. a = 4, b = 7
   S(4, 7) = 55
   => a = a - 2, b = b + 2
5. a = 2, b = 9
   S(2, 9) = 33
   => b = b + max(1, ceil(18/3))
6. a = 2, b = 15
   S(2, 15) = 51
   => 51 = 3 * 17
```

Factor 23

```
1. a = 2, b = 1

S(2, 1) = 9

=> b = b + max(1, ceil(14/3))

2. a = 2, b = 6

S(2, 6) = 24

=> a = a - 2, b = b + 2

3. a = 0, b = 8

=> 23 = 1 * 23
```

Conclusion

Instead of focusing on performance of factorization this algorithm tries to explore a new solution. One potential benefit I see is the reduced magnitude of dividends used in divisions. Hope it inspires some ideas.