

# Design and Analysis of Algorithms (CSC-314)



Department of B.Sc. CSIT  
Godawari College

# • Unit-7: Number Theoretic Algorithms



## • **Concept of Number Theoretic Notation**

- Number theory was once viewed as a beautiful but largely useless subject in pure mathematics.
- Today number-theoretic algorithms are used widely, due in part to the invention of cryptographic schemes based on large prime numbers.
- The feasibility of these schemes rests on our ability to find large primes easily, while their security rests on our inability to factor the product of large primes.
- This chapter presents some of the number theory and associated algorithms that underlie such applications.

# • Unit-7: Number Theoretic Algorithms



## • **Concept of Number Theoretic Notation**

- Here we will discuss some useful properties of numbers when calculations are done modulo  $n$ , where  $n > 0$ .
- In the context of computer science,  $n$  is usually a power of 2 since representation is binary.

# • Unit-7: Number Theoretic Algorithms



## • **Concept of Number Theoretic Notation**

- Here it provides a brief review of notions from elementary number theory concerning
  - } the set  $Z = \{ \dots, -2, -1, 0, 1, 2, \dots \}$  of integers and
  - } the set  $N = \{0, 1, 2, \dots\}$  of natural numbers.

# • Unit-7: Number Theoretic Algorithms



- **Concept of Number Theoretic Notation**

- **Divisibility and divisors**

- } The notion of one integer being divisible by another is a central one in the theory of numbers.
- } The notation  $d \mid a$  (read "d divides a") means that  $a = kd$  for some integer  $k$ .
- } Every integer divides 0. If  $a > 0$  and  $d \mid a$ , then  $|d| \leq |a|$ .
- } If  $d \mid a$ , then we also say that  $a$  is a multiple of  $d$ .
- } If  $d \mid a$  and  $d > 0$ , we say that  $d$  is a divisor of  $a$ .
- } A divisor of an integer  $a$  is at least 1 but not greater than  $|a|$ . For example, the divisors of 24 are 1, 2, 3, 4, 6, 8, 12, and 24.
- } Every integer  $a$  is divisible by the trivial divisors 1 and  $a$ .
- } Nontrivial divisors of  $a$  are also called factors of  $a$ . For example, the factors of 20 are 2, 4, 5, and 10.

# • Unit-7: Number Theoretic Algorithms



- **Concept of Number Theoretic Notation**

- **Prime and composite numbers**

- } An integer  $a > 1$  whose only divisors are the trivial divisors 1 and  $a$  is said to be a prime number (or, more simply, a prime).
- } Primes have many special properties and play a critical role in number theory. The small primes, in order, are
  - 2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41, 43, 47, 53, 59, ...
- } An integer  $a > 1$  that is not prime is said to be a composite number (or, more simply, a composite).
- } For example, 39 is composite because  $3 \mid 39$ .
- } The integer 1 is said to be a unit and is neither prime nor composite.
- } Similarly, the integer 0 and all negative integers are neither prime nor composite.

# • Unit-7: Number Theoretic Algorithms



- **Concept of Number Theoretic Notation**

- **Modular Division**

} Given three positive numbers  $a$ ,  $b$  and  $m$ . Compute  $a/b$  under modulo  $m$ . The task is basically to find a number  $c$  such that  $(b * c) \% m = a \% m$ .

} **Examples:**

} Input :  $a = 8, b = 4, m = 5$

- Output : 2

} Input :  $a = 8, b = 3, m = 5$

- Output : 1

- Note that  $(1*3)\%5$  is same as  $8\%5$

} Input :  $a = 11, b = 4, m = 5$

- Output : 4

- Note that  $(4*4)\%5$  is same as  $11\%5$

# • Unit-7: Number Theoretic Algorithms



## • Concept of Number Theoretic Notation

### • Congruence modulo $n$

} Suppose  $a, b, n \in \mathbb{Z}$ . We say  $a$  is congruent to  $b$  modulo  $n$  iff  $a - b$  is divisible by  $n$ . The notation for this is:  $a \equiv b \pmod{n}$ .

#### } **Examples:**

} We have  $22 \equiv 0 \pmod{2}$ , because  $22 - 0 = 22 = 11 \times 2$  is a multiple of 2. (More generally, for  $a \in \mathbb{Z}$ , one can show that  $a \equiv 0 \pmod{2}$  iff  $a$  is even.)

} We have  $15 \equiv 1 \pmod{2}$ , because  $15 - 1 = 14 = 7 \times 2$  is a multiple of 2. (More generally, for  $a \in \mathbb{Z}$ , one can show that  $a \equiv 1 \pmod{2}$  iff  $a$  is odd.)

} We have  $28 \equiv 13 \pmod{5}$ , because  $28 - 13 = 15 = 3 \times 5$  is a multiple of 5.



# • Unit-7: Number Theoretic Algorithms



- **Concept of Number Theoretic Notation**
- **Greatest common divisor (GCD)**
- The greatest common divisor (GCD) refers to the greatest positive integer that is a common divisor for a given set of positive integers.
- It is also termed as the highest common factor (HCF) or the greatest common factor (GCF)
- For a set of positive integers  $(a, b)$ , the greatest common divisor is defined as the greatest positive number which is a common factor of both the positive integers  $(a, b)$ .
- GCD of any two numbers is never negative or 0 as the least positive integer common to any two numbers is always 1.
- There are some ways to determine the greatest common divisor of two numbers:
  - } By finding the common divisors
  - } By Euclid's algorithm

# • Unit-7: Number Theoretic Algorithms



- **Concept of Number Theoretic Notation**
- **How to Find the Greatest Common Divisor?**
- **For a set of two positive integers (a, b) we use the below-given steps to find the greatest common divisor:**
  - } Step 1: Write the divisors of positive integer "a".
  - } Step 2: Write the divisors of positive integer "b".
  - } Step 3: Enlist the common divisors of "a" and "b".
  - } Step 4: Now find the divisor which is the highest of both "a" and "b".
- **Example: Find the greatest common divisor of 13 and 48.**
  - } Solution: We will use the below steps to determine the greatest common divisor of (13, 48).
  - } Divisors of 13 are 1, and 13.
  - } Divisors of 48 are 1, 2, 3, 4, 6, 8, 12, 16, 24 and 48.
  - } The common divisor of 13 and 48 is 1.
  - } The greatest common divisor of 13 and 48 is 1.
  - } **Thus,  $\text{GCD}(13, 48) = 1$ .**

# • Unit-7: Number Theoretic Algorithms



- **Concept of Number Theoretic Notation**
- **Finding Greatest Common Divisor by LCM Method**
- As per the LCM Method for the greatest common divisor, the GCD of two positive integers (a, b) can be calculated by using the following formula:
  - **$\text{GCD}(a, b) = (a \times b) / \text{LCM}(a, b)$**
- **The steps to calculate the GCD of (a, b) using the LCM method is:**
  - } Step 1: Find the product of a and b.
  - } Step 2: Find the least common multiple (LCM) of a and b.
  - } Step 3: Divide the values obtained in Step 1 and Step 2.
  - } Step 4: The obtained value after division is the greatest common divisor of (a, b).
- **Example: Find the greatest common divisor of 15 and 70 using the LCM method.**
  - } Solution: The greatest common divisor of 15 and 70 can be calculated as:
  - } The product of 15 and 70 is given as,  $15 \times 70$
  - } The LCM of (15, 70) is 210.
  - }  $\text{GCD}(15, 70) = (15 \times 70) / 210 = 5$ .
  - }  **$\therefore$  The greatest common divisor of (15, 70) is 5.**

# • Unit-7: Number Theoretic Algorithms



- **Concept of Number Theoretic Notation**

- **Euclid's Algorithm for Greatest Common Divisor**

- } As per Euclid's algorithm for the greatest common divisor, the GCD of two positive integers  $(a, b)$  can be calculated as:
  - If  $a = 0$ , then  $\text{GCD}(a, b) = b$  as  $\text{GCD}(0, b) = b$ .
  - If  $b = 0$ , then  $\text{GCD}(a, b) = a$  as  $\text{GCD}(a, 0) = a$ .
  - If both  $a \neq 0$  and  $b \neq 0$ , we write 'a' in quotient remainder form  $(a = b \times q + r)$  where **q** is the **quotient** and **r** is the **remainder**, and  **$a > b$** .
- } Find the GCD  $(b, r)$  as  $\text{GCD}(b, r) = \text{GCD}(a, b)$
- } We repeat this process until we get the remainder as 0.

# • Unit-7: Number Theoretic Algorithms



- **Concept of Number Theoretic Notation**
- **Example: Find the GCD of 12 and 10 using Euclid's Algorithm.**
  - } Solution: The GCD of 12 and 10 can be found using the below steps:
  - }  $a = 12$  and  $b = 10$ ,  $a \neq 0$  and  $b \neq 0$
  - } In quotient remainder form we can write  $12 = 10 \times 1 + 2$
  - } Thus, GCD (10, 2) is to be found, as  $\text{GCD}(12, 10) = \text{GCD}(10, 2)$
  - } Now,  $a = 10$  and  $b = 2$ ,  $a \neq 0$  and  $b \neq 0$
  - } In quotient remainder form we can write  $10 = 2 \times 5 + 0$
  - } Thus, GCD (2,0) is to be found, as  $\text{GCD}(10, 2) = \text{GCD}(2, 0)$

# • Unit-7: Number Theoretic Algorithms



- **Concept of Number Theoretic Notation**
- **Example: Find the GCD of 12 and 10 using Euclid's Algorithm.**
  - } Now,  $a = 2$  and  $b = 0$ ,  $a \neq 0$  and  $b = 0$
  - } Thus,  $\text{GCD}(2, 0) = 2$
  - }  $\text{GCD}(12, 10) = \text{GCD}(10, 2) = \text{GCD}(2, 0) = 2$
  - } Thus, GCD of 12 and 10 is 2.
- } Euclid's algorithm is very useful to find GCD of larger numbers, as in this we can easily break down numbers into smaller numbers to find the greatest common divisor.



- Unit-7: Number Theoretic Algorithms
- Concept of Number Theoretic Notation
- Bézout's theorem about GCDs
  - } Bézout's theorem
  - } If  $a$  and  $b$  are positive integers, then there exist integers  $u$  and  $v$  such that  $\text{GCD}(a, b) = ua + vb$ .
  - } *We can extend Euclidean algorithm to find  $u$  and  $v$  in addition to computing  $\text{GCD}(a, b)$ .*

# Unit-7: Number Theoretic Algorithms



## Concept of Number Theoretic Notation

Eg:  $\gcd(1547, 560) = 7$

$$\begin{aligned} 1547 &= 2 \cdot 560 + 427 \\ 560 &= 1 \cdot 427 + 133 \\ 427 &= 3 \cdot 133 + 28 \\ 133 &= 4 \cdot 28 + 21 \\ 28 &= 1 \cdot 21 + 7 \\ 21 &= 3 \cdot 7 + 0 \end{aligned}$$

$$au + bv = d = \gcd(a, b)$$

$$\begin{aligned} \checkmark 7 &= 28 - 1 \cdot 21 \\ &= 28 - 1 \cdot (133 - 4 \cdot 28) \\ &= 5 \cdot 28 - 1 \cdot 133 \\ &= 5 \cdot (427 - 3 \cdot 133) - 1 \cdot 133 \\ &= 5 \cdot 427 - 16 \cdot 133 \\ &= 5 \cdot 427 - 16(560 - 1 \cdot 427) \\ &= 21 \cdot 427 - 16 \cdot 560 \\ &= 21(1547 - 2 \cdot 560) - 16 \cdot 560 \\ &= 21 \cdot 1547 - 58 \cdot 560 \\ &= \underbrace{21}_{u} \cdot 1547 + \underbrace{-58}_{v} \cdot 560 \end{aligned}$$

$$\begin{aligned} u &= 21 \\ v &= -58 \end{aligned}$$



- Unit-7: Number Theoretic Algorithms



- **Concept of Number Theoretic Notation**

- **Example** : Determine the greatest common divisor of 456 and 123 using Extended *Euclidean algorithm*.

# • Unit-7: Number Theoretic Algorithms



- **Concept of Number Theoretic Notation**
- **Solving Linear Equations Modulo  $n$** 
  - } Consider  $ax \equiv b \pmod{n}$
  - } How can we find a solution to this equation without trying every possible value of  $x$ ?
  - } If  $ax \equiv b \pmod{n}$ , then  $n \mid (b - ax)$  for some integer  $k$ , so  $b - ax = nk$ .
  - } We are looking for values of  $k$  and  $x$  that satisfy the equation  $b = nk + ax$ .
  - } Through previous investigation with the Euclidean Algorithm, we know that equations of the form  $b = nk + ax$  have a solution if and only if  $\gcd(a, n) \mid b$ .
- **Theorem** . The equation  $ax \equiv b \pmod{n}$  has a solution if and only if  $\gcd(a, n) \mid b$ . The solution to the equation is unique if and only if  $\gcd(a, n) = 1$

# • Unit-7: Number Theoretic Algorithms



- **Concept of Number Theoretic Notation**

- **Solving Linear Equations Modulo n**

- } **Example 1: Solve  $3x \equiv 5 \pmod{6}$**

- Note that  $\gcd(3, 6) = 3$  and  $3 \nmid 5$ . Thus this equation has no solution.

- } **Example 2: Solve  $3x \equiv 12 \pmod{6}$**

- Note that  $\gcd(3, 6) = 3$  and  $3 \mid 12$ . Thus this equation has solutions, but they are not unique since  $\gcd(3, 6) \neq 1$ .
    - $x \equiv 2 \pmod{6}$  since  $3(2) \equiv 6 \equiv 12 \pmod{6}$
    - $x \equiv 4 \pmod{6}$  since  $3(4) \equiv 12 \pmod{6}$
    - $x \equiv 6 \pmod{6}$  since  $3(6) \equiv 18 \equiv 12 \pmod{6}$

- } **Example 3: Solve  $5x \equiv 2 \pmod{6}$**

- Solve this ?

# • Unit-7: Number Theoretic Algorithms



- **Concept of Number Theoretic Notation**

- **Solving Linear Equations Modulo n**

- } **Example 3: Solve  $5x \equiv 2 \pmod{6}$**

- } Note that  $\gcd(5, 6) = 1$ . Thus this equation has a solution and it is unique.

- } **X**       $5x \pmod{6}$

- } 0       $0 \pmod{6}$

- } 1       $5 \pmod{6}$

- } 2       $10 \equiv 4 \pmod{6}$

- } 3       $15 \equiv 3 \pmod{6}$

- } **4       $20 \equiv 2 \pmod{6}$**

- } 5       $25 \equiv 1 \pmod{6}$

- } **Thus  $x \equiv 4 \pmod{6}$  is the one unique solution.**

## Unit-7: Number Theoretic Algorithms



- **Chinese Remainder Theorem:**

### **Statement:**

- If  $m_1, m_2, \dots, m_k$  are relatively prime positive integers and if  $a_1, a_2, \dots, a_k$  are any integer then the simultaneous congruence's

$$x \equiv a_1 \pmod{m_1},$$

$$x \equiv a_2 \pmod{m_2},$$

.....

$x \equiv a_k \pmod{m_k}$ , have a solution and the solution is unique over modulo  $m$ .



## Unit-7: Number Theoretic Algorithms

- **Chinese Remainder Theorem:**

Then we need to calculate  $x$  with following

- $M = m_1.m_2. .... .m_k$
- $M_i = M/m_i$
- $X = (M_1m_1 + M_2m_2 + ..... M_km_k) \pmod{M}$
- $M_iX_i \equiv 1 \pmod{m_i}$

# Unit-7: Number Theoretic Algorithms



## Miller-Rabin Randomized Primality Test:

- Primality testing is an important algorithmic problem. In addition to being a fundamental mathematical question, the problem of how to determine whether a given number is prime has tremendous practical importance.
- Given an  $n$ -bit number  $N$  as input, we have to ascertain whether  $N$  is a prime number or not
- In practice, we use a randomized algorithm, namely, the Miller–Rabin Test, that successfully distinguishes primes from composites with very high probability.



# Unit-7: Number Theoretic Algorithms

## Miller-Rabin Randomized Primality Test: Algorithm

- It returns false if  $n$  is composite and returns true if  $n$  is probably prime.  $k$  is an input parameter that determines accuracy level. Higher value of  $k$  indicates more accuracy.

- `bool isPrime(int n, int k)`

- 1) Handle base cases for  $n < 3$

- 2) If  $n$  is even, return false.

- 3) Find an odd number  $d$  such that  $n-1$  can be written as  $d \cdot 2^r$ .

Note that since  $n$  is odd,  $(n-1)$  must be even and  $r$  must be greater than 0.

- 4) Do following  $k$  times

- if (`millertest(n, d) == false`)

- return false

- 5) Return true





# Unit-7: Number Theoretic Algorithms

## Miller-Rabin Randomized Primality Test: Algorithm

- This function is called for all  $k$  trials. It returns false if  $n$  is composite and returns true if  $n$  is probably prime.  $d$  is an odd number such that  $d \cdot 2^r = n-1$  for some  $r \geq 1$
- `bool millerTest(int n, int d)`
  - 1) Pick a random number 'a' in range  $[2, n-2]$
  - 2) Compute:  $x = \text{pow}(a, d) \% n$
  - 3) If  $x == 1$  or  $x == n-1$ , return true.

// Below loop mainly runs 'r-1' times.

  - 4) Do following while  $d$  doesn't become  $n-1$ .
    - a)  $x = (x \cdot x) \% n$ .
    - b) If  $(x == 1)$  return false.
    - c) If  $(x == n-1)$  return true.



# Unit-7: Number Theoretic Algorithms

## Miller-Rabin Randomized Primality Test:example

● Given Input:  $n = 13$ ,  $k = 2$ .

1) Compute  $d$  and  $r$  such that  $d \cdot 2^r = n - 1$ ,

$$d = 3, r = 2.$$

2) Call `millerTest`  $k$  times.



# Unit-7: Number Theoretic Algorithms

## Miller-Rabin Randomized Primality Test:example

- 1st Iteration:

- 1) Pick a random number 'a' in range  $[2, n-2]$

Suppose  $a = 4$

- 2) Compute:  $x = \text{pow}(a, d) \% n$

$$x = 4^3 \% 13 = 12$$

- 3) Since  $x = (n-1)$ , return true.



# Unit-7: Number Theoretic Algorithms

## Miller-Rabin Randomized Primality Test:example

- 2nd Iteration:

- 1) Pick a random number 'a' in range  $[2, n-2]$

Suppose  $a = 5$

- 2) Compute:  $x = \text{pow}(a, d) \% n$

$$x = 5^3 \% 13 = 8$$

- 3)  $x$  neither 1 nor 12.

- 4) Do following  $(r-1) = 1$  times

- a)  $x = (x * x) \% 13 = (8 * 8) \% 13 = 12$

- b) Since  $x = (n-1)$ , return true.

- Since both iterations return true, we return true.



# Unit-7: Number Theoretic Algorithms

## Miller-Rabin Randomized Primality Test: example

- Use Miller-Rabin Randomized Primality Test to determine  $n=27$  is prime or not?
- Use Miller-Rabin Randomized Primality Test to determine  $n=1729$ , using  $a = 671$ .

- Unit-7: Number Theoretic Algorithms



- Thank You!