

$n := 7$ <- Antal bits

$r := 2^n = 128$

$m := 21$ <- Montgomery modulo værdi

$a := 19$ <- Selv valgt værdi -> $b := 11$

$A := \text{mod}(a \cdot r, m) = 17$ <- a i montgomery residue

Forventet resultat

$\text{mod}(a \cdot b, m) = 20$

$\text{gcd}(r, m) = 1$

Betingelse for "r" og "m".
gcd af r og m SKAL være 1

```

b :=
  Bold ← b
  for i ∈ 0..n
    Quotient ← floor( $\frac{\text{Bold}}{2}$ )
    Binaryi ← ceil( $\frac{\text{Bold}}{2}$ ) - floor( $\frac{\text{Bold}}{2}$ )
    if b = 0
      Binaryi = 0
      break
    Bold ← Quotient
  return Binary

```

$b = \begin{pmatrix} 1 \\ 1 \\ 0 \\ 1 \\ 0 \\ 0 \\ 0 \\ 0 \end{pmatrix}$

Selv valgt værdi i binær-tal

Algoritme for decimal -> bit

```

S :=
  S0 ← 0
  for i ∈ 0..n
    qi ← mod(Si, 2)
    Si+1 ← floor( $\frac{S_i + q_i \cdot m}{2}$ ) + bi · A
  return S

```

$= \begin{pmatrix} 0 \\ 17 \\ 36 \\ 18 \\ 26 \\ 13 \\ 17 \\ 19 \\ 20 \end{pmatrix}$

Resultat af hvert step i algoritmen.

$\text{mod}(S \cdot r, m) = \begin{pmatrix} 0 \\ 13 \\ 9 \\ 15 \\ 10 \\ 5 \\ 13 \\ 17 \\ 19 \end{pmatrix}$

Svar i M-res

Algoritme MM skrevet pænt og neat

$i = 0$ <- Første step af algoritmen.

$$S_{00} := 0$$

$$q_0 := \text{mod}(S_{00}, 2) = 0$$

$$S_0 := \text{floor}\left(\frac{S_{00} - q_0}{2}\right) + q_0 \cdot \left(\text{floor}\left(\frac{m+1}{2}\right)\right) + b_0 \quad A = 17$$

$i = 1$ <- step 2 af algoritmen

$$q_1 := \text{mod}(S_0, 2) = 1$$

$$S_1 := \text{floor}\left(\frac{S_0 - q_1}{2}\right) + q_1 \cdot \left(\text{floor}\left(\frac{m+1}{2}\right)\right) + b_1 \quad A = 36$$

$i = 2$ <- step 3 af algoritmen

$$q_2 := \text{mod}(S_1, 2) = 0$$

$$S_2 := \text{floor}\left(\frac{S_1 - q_2}{2}\right) + q_2 \cdot \left(\text{floor}\left(\frac{m+1}{2}\right)\right) + b_2 \quad A = 18$$

$i = 3$ <- etc.

$$q_3 := \text{mod}(S_2, 2) = 0$$

$$S_3 := \text{floor}\left(\frac{S_2 - q_3}{2}\right) + q_3 \cdot \left(\text{floor}\left(\frac{m+1}{2}\right)\right) + b_3 \quad A = 26$$

$i = 4$

$$q_4 := \text{mod}(S_3, 2) = 0$$

$$S_4 := \text{floor}\left(\frac{S_3 - q_4}{2}\right) + q_4 \cdot \left(\text{floor}\left(\frac{m+1}{2}\right)\right) + b_4 \quad A = 13$$

$i = 5$

$$q_5 := \text{mod}(S_4, 2) = 1$$

$$S_5 := \text{floor}\left(\frac{S_4 - q_5}{2}\right) + q_5 \cdot \left(\text{floor}\left(\frac{m+1}{2}\right)\right) + b_5 \quad A = 17$$

$i = 6$

$$q_6 := \text{mod}(S_5, 2) = 1$$

$$S_6 := \text{floor}\left(\frac{S_5 - q_6}{2}\right) + q_6 \cdot \left(\text{floor}\left(\frac{m+1}{2}\right)\right) + b_6 \quad A = 19$$

i = 7 RESULTAT FOR n = 7

$$q_7 := \text{mod}(S_6, 2) = 1$$

$$S_7 := \text{floor}\left(\frac{S_6 - q_7}{2}\right) + q_7 \cdot \left(\text{floor}\left(\frac{m+1}{2}\right)\right) + b_7 A = 20$$

i = 8 RESULTAT FOR n = 8

$$q_8 := \text{mod}(S_7, 2) = 0$$

$$S_8 := \text{floor}\left(\frac{S_7 - q_8}{2}\right) + q_8 \cdot \left(\text{floor}\left(\frac{m+1}{2}\right)\right) + b_7 A = 10$$

$x := a$ <- Selv valgt værdi -> $\underline{e} := 14$

$y_{00} := 1$ <- y skal starte med at være 1

$z_{00} := x$ <- $z = x$ i algoritme ME

Forventet resultat.

OBS giver ikke altid rigtigt svar

$$\text{mod}(x^e, m) = 0$$

$$x^e = 799006685782884300$$

Eksponent.

Bare for sjov

```

e :=
  Bold ← e
  for i ∈ 0 .. n
    Quotient ← floor(Bold / 2)
    Binaryi ← ceil(Bold / 2) - floor(Bold / 2)
    if b = 0
      Binaryi = 0
      break
    Bold ← Quotient
  return Binary

```

$$e = \begin{pmatrix} 0 \\ 1 \\ 1 \\ 1 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{pmatrix}$$

Eksponent i binær-tal

Algoritme for decimal -> bit

```

y :=
  y0 ← y00
  z0 ← z00
  for i ∈ 0 .. n - 1
    zi+1 ← mod(zi · zi, m)
    yi+1 ←
      mod(yi · zi, m) if ei = 1
      yi otherwise
  return y

```

$$= \begin{pmatrix} 1 \\ 1 \\ 4 \\ 1 \\ 4 \\ 4 \\ 4 \\ 4 \end{pmatrix}$$

$$\text{mod}(y \cdot r, m) = \begin{pmatrix} 2 \\ 2 \\ 8 \\ 2 \\ 8 \\ 8 \\ 8 \\ 8 \end{pmatrix} \quad \text{Svar i M-res}$$

Algoritme ME skrevet pænt og neat

$$i := 0 \dots n - 1$$

$$y_0 := y_{00} = 1 \quad z_0 := z_{00} = 19$$

$$z_{i+1} := \text{mod}(z_i \cdot z_i, m)$$

$$y_{i+1} := \begin{cases} \text{mod}(y_i \cdot z_i, m) & \text{if } e_i = 1 \\ y_i & \text{otherwise} \end{cases}$$

$$y = \begin{pmatrix} 1 \\ 1 \\ 4 \\ 1 \\ 4 \\ 4 \\ 4 \\ 4 \end{pmatrix} \quad z = \begin{pmatrix} 19 \\ 4 \\ 16 \\ 4 \\ 16 \\ 4 \\ 16 \\ 4 \end{pmatrix}$$

Algoritmen skrevet nogenlunde pænt.
Men her får vi også z-værdien

for $i = 0$ **to** $n - 1 = 6$

do

$i = 0$

$$y_0 := \begin{cases} \text{mod}(y_{00} \cdot z_{00}, m) & \text{if } e_0 = 1 \\ y_{00} & \text{otherwise} \end{cases}$$

$$e_0 = 0$$

$$z_0 := \text{mod}(z_{00} \cdot z_{00}, m) = 4$$

$i = 1$

$$y_1 := \begin{cases} \text{mod}(y_0 \cdot z_0, m) & \text{if } e_1 = 1 \\ y_0 & \text{otherwise} \end{cases}$$

$$e_1 = 1$$

$$z_1 := \text{mod}(z_0 \cdot z_0, m) = 16$$

$i = 2$

$$y_2 := \begin{cases} \text{mod}(y_1 \cdot z_1, m) & \text{if } e_2 = 1 \\ y_1 & \text{otherwise} \end{cases}$$

$$e_2 = 1$$

$$z_2 := \text{mod}(z_1 \cdot z_1, m) = 4$$

$i = 3$

$$y_3 := \begin{cases} \text{mod}(y_2 \cdot z_2, m) & \text{if } e_3 = 1 \\ y_2 & \text{otherwise} \end{cases}$$

$$e_3 = 1$$

$$z_3 := \text{mod}(z_2 \cdot z_2, m) = 16$$

$i = 4$

$$y_4 := \begin{cases} \text{mod}(y_3 \cdot z_3, m) & \text{if } e_4 = 1 \\ y_3 & \text{otherwise} \end{cases}$$

$$e_4 = 0$$

$$z_4 := \text{mod}(z_3 \cdot z_3, m) = 4$$

$$i = 5$$

$$e_5 = 0 \qquad y_5 := \begin{cases} \text{mod}(\textcolor{red}{y}_4 \cdot z_4, m) & \text{if } e_5 = 1 \\ y_4 & \text{otherwise} \end{cases} = \blacksquare$$

$$z_5 := \text{mod}(z_4 \cdot z_4, m) = 16$$

$$i = 6 \qquad \text{FOR} \\ n = 7$$

$$e_6 = 0 \qquad y_6 := \begin{cases} \text{mod}(\textcolor{red}{y}_5 \cdot z_5, m) & \text{if } e_6 = 1 \\ y_5 & \text{otherwise} \end{cases} = \blacksquare$$

$$z_6 := \text{mod}(z_5 \cdot z_5, m) = 4$$

$$i = 7 \qquad \text{FOR} \\ n = 8$$

$$e_7 = 0 \qquad y_7 := \begin{cases} \text{mod}(\textcolor{red}{y}_6 \cdot z_6, m) & \text{if } e_7 = 1 \\ y_6 & \text{otherwise} \end{cases} = \blacksquare$$

$$z_7 := \text{mod}(z_6 \cdot z_6, m) = 16$$