$$n := 16$$
 <- Antal bits

$$r := 2^{n} = 6.554 \times 10^{4}$$

$$\underline{m} := 21$$
 <- Montgomery værdi

$$a := 18$$
 <- Selv valgt værdi ->  $b := 12$ 

 $A := mod(a \cdot r, m) = 15$  <- a i montgomery residue

Forventet resultat V

$$mod(a \cdot b, m) = 6$$

$$gcd(r, m) = 1$$

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

b := 
$$\begin{vmatrix} Bold \leftarrow b \\ for i \in 0..n \end{vmatrix}$$
  
 $\begin{vmatrix} Quotient \leftarrow floor(\frac{Bold}{2}) \\ Binary_i \leftarrow ceil(\frac{Bold}{2}) - floor(\frac{Bold}{2}) \end{vmatrix}$   
if  $b = 0$   
 $\begin{vmatrix} Binary_i = 0 \\ break \\ Bold \leftarrow Quotient \end{vmatrix}$   
return Binary

Algoritme for decimal -> bit

	L	0
	1	0
	2	1
b =	3	1
	4 5	0
	5	0
	6	0
	7	0
	8	0
	9	0
	10	0
	11	0

Selv valgt værdi i binær-

i = 0 <- Første step af algoritmen.

$$S_{00} := 0$$

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

$$S_0 := floor\left(\frac{S_{00} - q_0}{2}\right) + q_0 \cdot \left(floor\left(\frac{m+1}{2}\right)\right) + b_0 A = 0$$

i = 1 <- step 2 af algoritmen

$$q_1 := mod(S_0, 2) = 0$$

$$S_1 := floor\left(\frac{S_0 - q_1}{2}\right) + q_1 \cdot \left(floor\left(\frac{m+1}{2}\right)\right) + b_1 A = 0$$

i = 2 <- step 3 af algoritmen

$$q_2 := mod(S_1, 2) = 0$$

$$S_2 := floor\left(\frac{S_1 - q_2}{2}\right) + q_2 \cdot \left(floor\left(\frac{m+1}{2}\right)\right) + b_2 A = 15$$

i = 3 <- etc.

$$q_3 := mod(S_2, 2) = 1$$

$$S_3 := floor\left(\frac{S_2 - q_3}{2}\right) + q_3 \cdot \left(floor\left(\frac{m+1}{2}\right)\right) + b_3 A = 33$$

i = 4

$$q_4 := mod(S_3, 2) = 1$$

$$S_4 := floor\left(\frac{S_3 - q_4}{2}\right) + q_4 \cdot \left(floor\left(\frac{m+1}{2}\right)\right) + b_4 A = 27$$

i **=** 5

$$q_5 := mod(S_4, 2) = 1$$

$$S_5 := floor\left(\frac{S_4 - q_5}{2}\right) + q_5 \cdot \left(floor\left(\frac{m+1}{2}\right)\right) + b_5 A = 24$$

i = 6

$$\begin{aligned} &q_6 \coloneqq \text{mod} \Big(S_5, 2\Big) = 0 \\ &S_6 \coloneqq \text{floor} \Bigg(\frac{S_5 - q_6}{2}\Bigg) + q_6 \cdot \Bigg(\text{floor} \bigg(\frac{m+1}{2}\bigg)\Bigg) + b_6 A = 12 \end{aligned}$$

## i = 7 RESULTAT FOR n = 7

$$\begin{split} q_7 &:= \text{mod} \Big( S_6, 2 \Big) = 0 \\ S_7 &:= \text{floor} \Bigg( \frac{S_6 - q_7}{2} \Bigg) + q_7 \cdot \Bigg( \text{floor} \bigg( \frac{m+1}{2} \bigg) \Bigg) + b_7 A = 6 \end{split}$$

## i = 8 RESULTAT FOR n = 8

$$\begin{aligned} q_8 &:= \operatorname{mod}(S_7, 2) = 0 \\ S_8 &:= \operatorname{floor}\left(\frac{S_7 - q_8}{2}\right) + q_8 \cdot \left(\operatorname{floor}\left(\frac{m+1}{2}\right)\right) + b_7 A = 3 \end{aligned}$$

$$\begin{vmatrix} \mathbf{S}_0 \leftarrow \mathbf{0} \\ \text{for } \mathbf{i} \in \mathbf{0} ... \mathbf{n} \\ \begin{vmatrix} \mathbf{q}_i \leftarrow \text{mod}(\mathbf{S}_i, \mathbf{2}) \\ \mathbf{S}_{i+1} \leftarrow \text{floor}(\frac{\mathbf{S}_i + \mathbf{q}_i \mathbf{m}}{2}) + \mathbf{b}_i \mathbf{A} \end{vmatrix}$$
return S

Algoritme MM skrevet pænt og neat

		0		
	2	0		
	3	15		
	4	33		
	5	27		
	6 7	24		
	7	12		
	8	6		
	9	3		
	10	12		
	11	6		
	12	3		
	13	12		
	14	6		
	15	3		
	16	12		
	17			

Resultat af hvert step i algoritme

## Forventet resultat. OBS giver ikke altid rigtigt sva

$$x := a \quad <\text{Selv valgt værdi} \rightarrow \underset{\text{e}}{\text{e}} := 14 \\ y_{00} := 1 \quad <\text{y skal starte } \\ \text{med at være 1} \\ z_{00} := x \quad <\text{z} = x \text{ i algoritme} \\ \text{ME} \\ e := \begin{vmatrix} \text{Bold} \leftarrow \text{e} \\ \text{for } i \in 0 \dots \text{n} \end{vmatrix}$$
 Eksponent. Bare for sjc 
$$\begin{vmatrix} \text{Bold} \leftarrow \text{e} \\ \text{for } i \in 0 \dots \text{n} \end{vmatrix}$$
 Eksponent i binær-ta 
$$\begin{vmatrix} \text{Binary}_i \leftarrow \text{ceil} \left( \frac{\text{Bold}}{2} \right) - \text{floor} \left( \frac{\text{Bold}}{2} \right) \\ \text{break} \end{vmatrix}$$
 Eksponent i binær-ta 
$$\begin{vmatrix} \text{Binary}_i = 0 \\ \text{break} \end{vmatrix}$$
 Bold  $\leftarrow$  Quotient 
$$\begin{vmatrix} \text{Bold} \leftarrow \text{Quotient} \\ \text{return Binary} \end{vmatrix}$$
 Algoritme for decimal  $\rightarrow$  bit 
$$\begin{vmatrix} \text{Bold} \rightarrow \text{Constant of a point of a po$$

for 
$$i = 0$$
 to  $n - 1 = 15$ 

do

$$i = 0$$

$$e_0 = 0$$

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

$$z_0 := mod(z_{00} \cdot z_{00}, m) = 9$$

i = 1

$$e_{1} = 1$$

$$y_1 := \begin{bmatrix} mod(y_0 \cdot z_0, m) & \text{if } e_1 = 1 \\ y_0 & \text{otherwise} \end{bmatrix} = 9$$

$$z_1 := \operatorname{mod}(z_0 \cdot z_0, m) = 18$$

i = 2

$$e_2 = 1$$

$$y_2 := \begin{bmatrix} mod(y_1 \cdot z_1, m) & \text{if } e_2 = 1 \\ y_1 & \text{otherwise} \end{bmatrix} = 15$$

$$z_2 := mod(z_1 \cdot z_1, m) = 9$$

i = 3

$$e_{3} = 1$$

$$y_3 := \begin{bmatrix} mod(y_2 \cdot z_2, m) & \text{if } e_3 = 1 \\ y_2 & \text{otherwise} \end{bmatrix} \rightarrow 9$$

$$\mathsf{z}_3 \coloneqq \mathsf{mod} \big( \mathsf{z}_2 {\cdot} \mathsf{z}_2, \mathsf{m} \big) = 18$$

i = 4

$$e_4 = 0$$

$$e_{4} = 0$$

$$z_{4} := mod(z_{3} \cdot z_{3}, m) = 9$$

$$y_{4} := mod(y_{3} \cdot z_{3}, m) \text{ if } e_{4} = 1 = 9$$

$$y_{3} \text{ otherwise}$$

$$z_4 := mod(z_3 \cdot z_3, m) = 9$$

i = 5

$$e_5 = 0$$

$$e_5 = 0$$
  $y_5 := \mod(y_4 \cdot z_4, m)$  if  $e_5 = 1 = 9$   $y_4$  otherwise  $z_5 := \mod(z_4 \cdot z_4, m) = 18$ 

$$z_5 := \operatorname{mod}(z_4 \cdot z_4, m) = 18$$

ır

Algoritme ME skrevet pænt og neat

	1	1		1
	2	9		2
	3	15		3
	4	9		4
		9		5
	6	9		6
y =	7	9	z =	7
	8	9		8
	9	9		9
	10	9		10
	11	9		11
	12	9		12
Algoritmen skrevet nogenlunde pænt.	13	9		13
Men her får vi også z-værdien	14	9		14
	15			15