$$n := 4$$
 <- Antal bits

$$r := 2^n = 16$$

Forventet resultat

 $mod(a \cdot b, m) = 1$

$$A := mod(a \cdot r, m) = 2$$
 <- a i montgomery residue

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

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

$$\begin{array}{ll} b := & Bold \leftarrow b \\ & \text{for } i \in 0.. \, n \\ \hline \\ & Quotient \leftarrow floor \left(\frac{Bold}{2} \right) \\ & Binary_i \leftarrow ceil \left(\frac{Bold}{2} \right) - floor \left(\frac{Bold}{2} \right) \\ & \text{if } b = 0 \\ & Binary_i = 0 \\ & break \\ & Bold \leftarrow Quotient \\ & \text{return Binary} \end{array}$$

Selv valgt værdi i binær-tal

Algoritme for decimal -> bit

$$\begin{vmatrix} \mathbf{S}_0 \leftarrow \mathbf{0} & = \begin{pmatrix} \mathbf{0} \\ \mathbf{0} \\ 2 \\ 1 \\ 2 \\ 1 \\ 2 \\ 1 \end{vmatrix}$$

$$\begin{vmatrix} \mathbf{q}_i \leftarrow \operatorname{mod}(\mathbf{S}_i, 2) \\ \mathbf{S}_{i+1} \leftarrow \operatorname{floor}\left(\frac{\mathbf{S}_i + \mathbf{q}_i \mathbf{m}}{2}\right) + \mathbf{b}_i \mathbf{A} \end{vmatrix}$$
return S

Resultat af hvert step i algoritmen.

Algoritme MM skrevet pænt og neat

i = 0 <- Første step af algoritmen.

$$S_{00} := 0$$

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

$$\mathbf{S}_0 \coloneqq \mathsf{floor}\!\!\left(\frac{\mathbf{S}_{00} - \mathbf{q}_0}{2}\right) + \mathbf{q}_0 \cdot \!\!\left(\mathsf{floor}\!\!\left(\frac{\mathsf{m}+1}{2}\right)\right) + \mathbf{b}_0 \mathbf{A} = \mathbf{0}$$

i = 1 <- step 2 af algoritmen

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

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

i = 2 <- step 3 af algoritmen

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

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

$$i = 3$$
 <- etc.

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

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

i = 4

$$q_4 := mod(S_3, 2) = 0$$

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

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

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

i **=** 6

$$q_6 := \operatorname{mod}(s_5, 2) = \blacksquare$$

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

i = 7 RESULTAT FOR n = 7

$$\begin{aligned} q_7 &:= \bmod \left(\frac{\mathbf{S_6}}{2}, 2\right) = \blacksquare \\ S_7 &:= \operatorname{floor}\!\left(\frac{\mathbf{S_6} - q_7}{2}\right) + q_7 \cdot \left(\operatorname{floor}\!\left(\frac{m+1}{2}\right)\right) + b_7 \, A = \blacksquare \end{aligned}$$

i = 8 RESULTAT FOR n = 8

$$q_8 := mod(s_7, 2) = \blacksquare$$

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

Forventet resultat.
OBS giver ikke altid rigtigt svar

$$mod(x^e, m) = 1$$
$$x^e = 16384$$

Eksponent. Bare for sjov

$$\begin{array}{lll} x:=a & <\text{- Selv valgt værdi ->} & \underset{\text{e.:}}{\text{e.:}}=14 \\ \\ y_{00}:=1 & <\text{- y skal starte} \\ & \text{med at være 1} \\ \\ z_{00}:=x & <\text{- z = x i algoritme ME} \end{array}$$

e :=
$$\begin{vmatrix} Bold \leftarrow e \\ for i \in 0.. n \end{vmatrix}$$

 $\begin{vmatrix} Quotient \leftarrow floor \left(\frac{Bold}{2} \right) \\ Binary_i \leftarrow ceil \left(\frac{Bold}{2} \right) - floor \left(\frac{Bold}{2} \right) \end{vmatrix}$ e = $\begin{pmatrix} 0 \\ 1 \\ 1 \\ 1 \\ 0 \end{pmatrix}$
if b = 0 $\begin{vmatrix} Binary_i = 0 \\ break \end{vmatrix}$

Eksponent i binær-tal

Algoritme for decimal -> bit

return Binary

$$\begin{aligned} y_0 &\leftarrow y_{00} \\ z_0 &\leftarrow z_{00} \\ \text{for } i \in 0 .. \, n-1 \\ \begin{vmatrix} z_{i+1} &\leftarrow & \text{mod}(z_i \cdot z_i, m) \\ y_{i+1} &\leftarrow & \begin{vmatrix} & \text{mod}(y_i \cdot z_i, m) \\ & & \text{if } e_i = 1 \end{vmatrix} \\ y_i & \text{otherwise} \end{aligned}$$

Algoritme ME skrevet pænt og neat

$$i := 0 .. n - 1$$

$$y_0 := y_{00} = 1$$
 $z_0 := z_{00} = 2$

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

$$\begin{aligned} \boldsymbol{z}_{i+1} &\coloneqq \text{mod} \Big(\boldsymbol{z}_i \cdot \boldsymbol{z}_i, \boldsymbol{m} \Big) \\ \boldsymbol{y}_{i+1} &\coloneqq \begin{bmatrix} \text{mod} \Big(\boldsymbol{y}_i \cdot \boldsymbol{z}_i, \boldsymbol{m} \Big) & \text{if } \boldsymbol{e}_i = 1 \\ \boldsymbol{y}_i & \text{otherwise} \end{aligned}$$

$$y = \begin{pmatrix} 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \end{pmatrix} \qquad z = \begin{pmatrix} 2 \\ 1 \\ 1 \\ 1 \\ 1 \end{pmatrix}$$

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

$$\mathsf{z}_7 \coloneqq \mathsf{mod} \big(\mathsf{z}_6 \!\cdot\! \mathsf{z}_6, \mathsf{m} \big) = 1$$