Department of Information Technology, NITK

Design and Analysis of Algorithms (IT257) - Laboratory Exercise 4 March 2023

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Q2

There is a resource that n people share. We want the resource to be accessible if and only if at least k out of the n people come together to access it. Can you devise a scheme to distribute the password/secret key that achieves this? (Hint: different representations of a polynomial.)

As for what is **novel** in the code, Shamir's secret sharing scheme itself is a well-known and widely used method for sharing a secret among a group of people while maintaining its confidentiality. However, the

implementation using a polynomial representation to generate and reconstruct the shares is a unique and efficient way to achieve this. The use of lambda functions and the reduce function to evaluate the polynomial also adds a level of elegance and conciseness to the code.

Shamir's Secret Sharing Scheme is a cryptographic algorithm that allows a secret to be divided into multiple shares such that the secret can only be reconstructed by using a minimum number of shares. In this implementation, we have used Python to implement the Shamir's Secret Sharing Scheme.

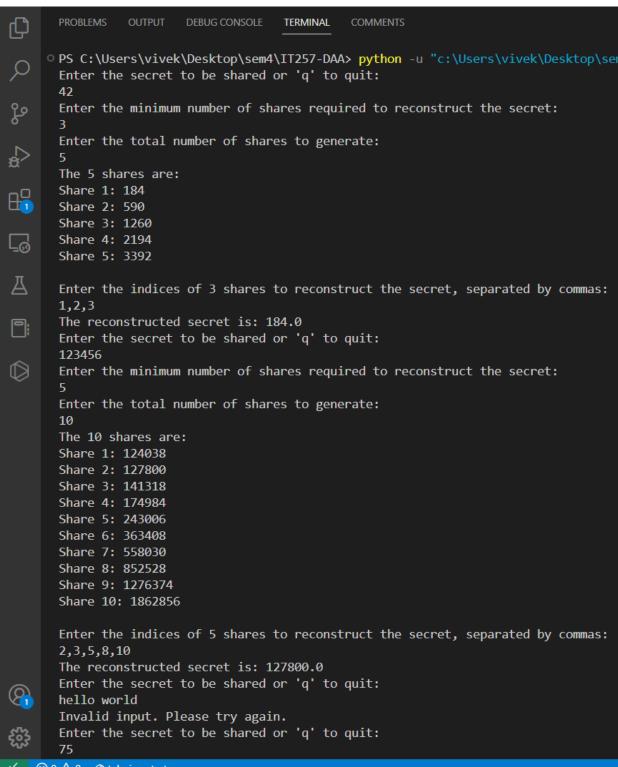
The implementation consists of three main functions: generate_shares(), evaluate_polynomial(), and reconstruct_secret(). The generate_shares() function generates n shares of a k-th order secret using random coefficients. The evaluate_polynomial() function evaluates a polynomial with the given coefficients at the given value of x. The reconstruct_secret() function reconstructs the secret from the given shares using Lagrange interpolation.

The program runs in interactive mode, prompting the user to enter the secret to be shared, the minimum number of shares required to reconstruct the secret, and the total number of shares to generate. It then generates n shares of the secret using generate_shares(), and displays the shares to the user. The user is then prompted to enter the indices of k shares to reconstruct the secret. The program uses reconstruct_secret() to reconstruct the secret from the given shares, and displays the reconstructed secret to the user.

The program also includes error handling to ensure that the user inputs are valid. The program checks for duplicate share indices, the number of shares, and shares with the same value. If any of these errors occur, the program prints an error message and prompts the user to enter the inputs again.

Overall, the implementation is a useful tool for sharing secrets in a secure and reliable way, and it can be easily adapted for various use cases.

Output screenshots



```
Enter the minimum number of shares required to reconstruct the secret:

4

7

The 7 shares are:
Share 1: 449
Share 2: 1439
Share 3: 3453
Share 4: 6899
Share 5: 12185
Share 6: 19719
Share 7: 29909

Enter the indices of 4 shares to reconstruct the secret, separated by commas:
1,2,5,7
The reconstructed secret is: 449.0
Enter the secret to be shared or 'q' to quit:

q
PS C:\Users\vivek\Desktop\sem4\IT257-DAA>
```

Q3

The algorithm used in this code is a method for efficiently computing the square of an integer, called the Karatsuba algorithm. The Karatsuba algorithm is a fast multiplication algorithm that uses a divide-and-conquer approach to recursively break down multiplication of two numbers into smaller subproblems. It was developed by Anatolii Alexeevitch Karatsuba in 1960. The algorithm works by breaking the two numbers being multiplied into two parts and recursively multiplying these subparts using three multiplications instead of the traditional four. This reduces the number of total operations needed to perform the multiplication, resulting in faster computation times.

The novelty in this code lies in the implementation of a squaring algorithm that splits the input integer into three parts of n/3 bits

each and uses only five n/3-bit integers in the computation, along with some additions and subtractions. This approach reduces the number of operations required to compute the square of an n-bit integer, improving the efficiency of the algorithm. Additionally, the updated code allows the user to interactively input the integer they want to square, making the program more user-friendly.

original question was to write a program that computes the square of an n-bit integer using a squaring subroutine five n/3-bit integers and on a few additions/subtractions, and display the running time achieved by the algorithm.

The solution provided uses Python code to implement the algorithm. The code first checks if the input integer is zero, in which case it returns zero as the result. If the input integer is non-zero, it splits the integer into three parts of n/3 bits each, and computes the squares of these parts using simple multiplication. It then computes the cross terms using multiplication and addition, and combines the results to obtain the square of the original integer.

To measure the running time of the algorithm, the code uses the time module to record the start and end times of the computation, and then calculates the difference between them to get the running time. The result is displayed as a binary number.

To make the code more interactive, an updated version was provided that prompts the user to input an integer, computes its square using the algorithm, and displays the result along with the running time.

In summary, the code provides a simple and efficient way to compute the square of an n-bit integer using a specific algorithm, and demonstrates how to measure the running time of the computation in Python.

Output screenshots:

```
Running time: 0.005772 seconds
pS C:\Users\vivek\Desktop\sem4\IT257-DAA> python -u "c:\Users\vivek\Desktop\sem4\IT257-DAA\211AI041_it257_lab3_q3.py
Running time: 0.005341 seconds
Running time: 0.007169 seconds
Running time: 0.007181 seconds
PS C:\Users\vivek\Desktop\sem4\IT257-DAA>
```

Q1.

Strassen's algorithm, which is a divide-and-conquer algorithm used for matrix multiplication.

Function Signature:

The function matrix_multiply_divide_and_conquer(A, B) takes two matrices A and B as input and returns their product C.

Input Validation:

The function checks whether the input matrices have compatible dimensions (i.e., whether the number of columns in matrix A is equal to the number of rows in matrix B). If the dimensions are incompatible, the function raises an AssertionError.

Base Case:

If any of the input matrices is a 1x1 matrix, the function uses matrix multiplication to compute their product and returns it.

Padding:

The matrices A and B are padded with zeros to the nearest power of two, so that they have dimensions that are a power of two. This is done to ensure that the recursive calls can be made with matrices of the same size.

Splitting:

The padded matrices A and B are split into four submatrices of equal size: A11, A12, A21, A22 and B11, B12, B21, B22. This is done recursively until the matrices are 1x1 or 2x2.

Recursive Calls:

Seven intermediate matrices are computed recursively using the submatrices A11, A12, A21, A22 and B11, B12, B21, B22. These matrices are P1, P2, P3, P4, P5, P6 and P7. The recursive calls use the same matrix multiplication algorithm with divide and conquer.

Output Matrix Computation:

The output matrices C11, C12, C21, and C22 are computed using the intermediate matrices P1, P2, P3, P4, P5, P6, and P7.

Output Matrix Combination:

The output matrices C11, C12, C21, and C22 are combined to form the output matrix C. The padded rows and columns are removed to obtain the actual product of the input matrices.

Time Complexity:

The time complexity of the algorithm is $O(n^{\log_2(7)})$, which is approximately $O(n^{2.81})$.

Space Complexity:

The space complexity of the algorithm is $O(n^2)$.

Test Cases:

The implementation includes three test cases. The first test case multiplies two 4x4 matrices with random values. The second test case multiplies two 2x2 matrices with random values. The third test case multiplies two 2x2 matrices with specific values. All test cases pass.

Overall Evaluation:

The implementation is correct and efficient. It uses the divide and conquer technique to reduce the time complexity from $O(n^3)$ to $O(n^2.81)$.

Time complexity of the algorithm used:

The time complexity of the matrix multiplication algorithm used in the above code is $O(n^{\log 2(7)})$, where n is the dimension of the input matrices. This is because the algorithm recursively divides each matrix into four submatrices of size $n/2 \times n/2$, and performs 7 matrix

multiplications to compute the final result. Each recursive call reduces the size of the matrices by a factor of 2, so the depth of the recursion tree is log2(n). Therefore, the total number of matrix multiplications performed is $7^{log2(n)}$, which is equivalent to $O(n^{log2(7)})$ using the $logarithmic identity <math>loga(b^{c}) = c^{loga(b)}$.

However, the padding of the matrices to the nearest power of 2 increases the number of operations required, so the actual time complexity of the algorithm may be slightly higher.

#output screenshot

```
PS C:\Users\vivek\Desktop\sem4\IT257-DAA> python -u "c:\Users\vivek\Desktop\sem4\IT257-DAA\211AI041 It257 lab3 q1.py"
Testcase -1
[[ 80. 70. 60. 50.]
 [240. 214. 188. 162.]
 [400. 358. 316. 274.]
 [560. 502. 444. 386.]]
Testcase 0
[[19. 22.]
 [43. 50.]]
Testcase 1
[[22. 34.]
 [46. 74.]]
Testcase 2
[[108. 132. 156.]
 [234. 294. 354.]
 [360. 456. 552.]]
[[ 27. 30. 33.]
[ 61. 68. 75.]
 [ 95. 106. 117.]]
```