

**Reading:** 5.0-5.5.

**Last time:**

- Dynamic Greedy
- Dijkstra, Prim.

**Today:**

- Divide and Conquer
- Mergesort
- Recurrences
- Integer Mult.

## Divide and Conquer

- divide problem into subproblems
- solve subproblems
- merge solutions to solve original.

**Example:** sorting

**Algorithm:** Mergesort( $U$ ):

1. if  $|U| \leq 1$ , return  $U$
2. split  $U$  in half:  $U_1, U_2$
3. sort  $U_1$  and  $U_2$  separately:
  - $S_1 = \text{mergesort}(U_1)$
  - $S_2 = \text{mergesort}(U_2)$
4. join sorted lists:

$$S = \text{merge}(S_1, S_2)$$

**Subroutine:** Merge( $S_1, S_2$ )

5.  $S = \emptyset$
6. identify  $S_i$  with minimum elt.
7. remove min from  $S_i$  and append to  $S$
8. repeat.

**Correctness:** induction.

[[how much work in each level, total? ]]

[[how many levels? ]]

## Runtime

$T(n)$  = “work per level”  $\times$  “number of levels”  
 $= n \log n$ .

- Merge:  $|S_1| + |S_2| = |S| = n$ .

- Mergesort:  $T(n)$

**Theorem:** Mergesort runs in  $O(n \log n)$ .

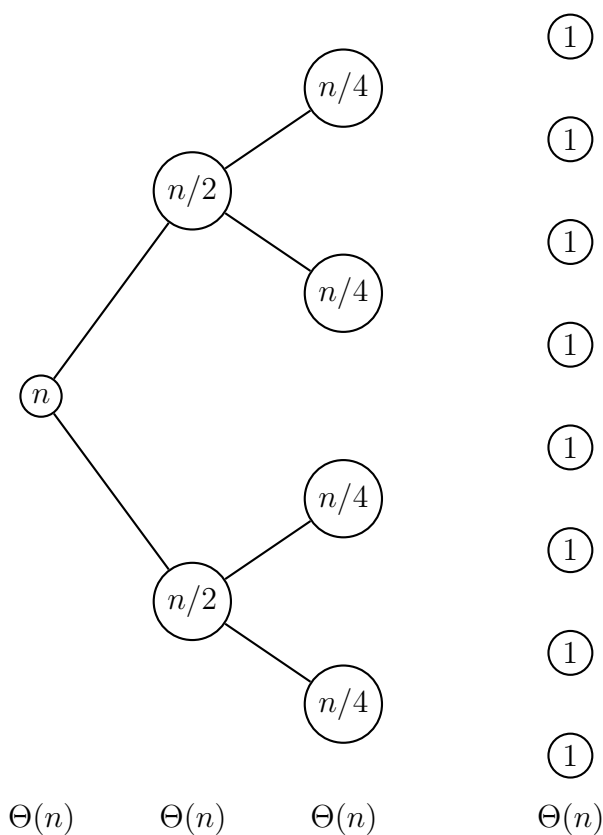
## Recurrence:

- $T(n) = 2T(n/2) + n$

- $T(1) = 1$

[[What is  $T(n)$ ? ]]

## Solving Recurrences by Un-rolling



# Public Key Cryptography

“send private messages over insecure channels”

## Number Theory

Easy to find large  $r$ ,  $e$ , and  $d$  such that,

**Fact:**  $\forall m, m^{ed} \equiv m \pmod{r}$

**Assumption:** given  $r$ ,  $e$ , and  $x \equiv m^e \pmod{r}$  it is hard to compute  $m$   
[[ “discrete logarithm” ]]

**Scenario:** Alice wants to send private message  $m$  to Bob.

Procedure:

- Bob finds  $r, e, d$ .
  - $(r, d)$  = private key.
  - $(r, e)$  = public key.
- Bob publishes  $(r, e)$ .
- Alice
  - computes  $x = m^e \pmod{r}$
  - sends  $x$  to Bob.
- Bob
  - receives  $x$
  - computes  $y = x^d \pmod{r}$

**From Fact:**  $y = m$ .

**Question:** Can we do this efficiently?

- $e$  is a large number ( $n$  bits, e.g., 256)  
[[ $2^{256} \approx 10^{22}$ ]]
- $m^e = \underbrace{m \cdot m \cdots m}_{e \text{ times}}$
- brute force algorithm runs in  $e = 2^n$  steps

$\Rightarrow$  exponential!!

## Problem 1: modular exponentiation Solving Recurrence by Guessing

Input: number  $x$ , modulus  $r$ , exponent  $e$

Output:  $z \equiv x^e \pmod{r}$

*[[if we didn't take modulus, number would get very big]]*

*[[How can we divide and conquer?]]*

**Idea:**

- if  $e = e_1 + e_2$  then  $x^e \equiv x^{e_1} x^{e_2} \pmod{r}$
- if  $e_1 = e_2$  can solve  $x^{e_1}$  and square.

**Algorithm:** Repeated Squaring

1. if  $e = 1$  return  $x$ .
2.  $e' = \lfloor e/2 \rfloor$ .
3.  $y = \text{repeated-square}(x, e')$ .
4. if  $e$  odd

return  $y \cdot y \cdot x \pmod{r}$

5. else

return  $y \cdot y \pmod{r}$

Guess  $T_m(e) \leq d \log e$  *[[for some  $d$ ]]*

Inductively Verify:

**base:**  $T_m(1) = 0 \leq d \log 1 = 0$ .

**I.H.:** assume true for  $e' < e$

**I.S.:**

$$\begin{aligned} T_m(e) &= T_m(\lfloor e/2 \rfloor) + 2 \\ &\leq d \log(e/2) + 2 \\ &= d \log e - d \log 2 + 2 \\ &= d \log e - d + 2 \\ &= d \log e. \quad (\text{choose } d = 2) \end{aligned}$$

**Recall:**  $n = \log e$ .

**Theorem:** repeated squaring on an  $n$  bit number takes  $O(n)$  multiplies.

## Runtime

Let  $T_m(e)$  = number of multiplies.

$$\begin{aligned} T_m(e) &= T_m(\lfloor e/2 \rfloor) + 2 \\ T_m(1) &= 0 \end{aligned}$$

## Problem 2: Integer multiplication

**input:**  $n$  bit integers  $x, y$ .

**output:**  $2n$  bit integer  $z = x \cdot y$ .

**Algorithm:** elementary school multiply

```

      101101
x   010110
-----
      000000
      101101
      101101
      000000
      101101
+   000000
-----

```

whatever

**Runtime:**  $T(n) = O(n^2)$ .

*[[can we do better?*

*]]*

**Idea:**

1. separate high order from low order bits

- $k = n/2$  *[[assume  $n$  even]]*

- $x_H$  = high  $k$  bits of  $x$

- $x_L$  = low  $k$  bits of  $x$

$$\Rightarrow x = x_H 2^k + x_L.$$

$$2. x \cdot y = (x_H 2^k + x_L)(y_H 2^k + y_L)$$

$$= x_H y_H 2^n + (x_L y_H + x_H y_L) 2^k + x_L y_L$$

$\Rightarrow$  one  $n$  bit mult requires  $4 \cdot n/2$  bit mults

*[[mult by  $2^k$  is bit shift (easy)]]*

$$\Rightarrow T(n) = 4T(n/2) + cn$$

*[[additions require  $cn$  time]]*

$$= O(n^2).$$

*[[need a better idea!]]*

- let  $H = x_H y_H$ ;  $L = x_L y_L$ ; and  $Z = x_H y_L + x_L y_H$

*[[Q: compute  $H, L$ , and  $Z$  in  $< 4$  mults?]]*

**Idea:**

- $P = (x_H + x_L)(y_H + y_L)$

$$= x_H y_H + x_H y_L + x_L y_H + x_L y_L$$

$$= H + Z + L$$

3. Rearrange:  $Z = P - H - L$

$$\Rightarrow xy = H 2^n + (P - H - L) 2^k + L$$

$\Rightarrow$  3 size  $n/2$  mults needed.

**Runtime:**  $T(n) = 3T(n/2) + cn$

$$= O(n^{\log_2 3}) = O(n^{1.59}).$$

*[[THIS SHOULD BE SURPRISING! ]]*

(Google: Arthur Benjamin does "Math-magic")

$$\begin{array}{r}
 35 \times 51 \\
 = 15 \times 100 + (8 * 6 - 15 - 5) \times 10 + 5 \\
 = \quad \quad \quad \backslash \text{-----} 28 \text{ -----} / \\
 = 1785
 \end{array}$$