

## Modular addition & multiplication

Add two numbers  $x + y$  modulo  $N$ .

The sum is between  $0 + 2(N-1)$ . If  
If  $n = \log_2 N$ , cost is  $O(n)$ . # of bits required is always  $n$ .

Multiply  $xy \bmod N$  where both-

$x$  &  $y$  are  $n$ -bit long.

Regular multiplication:  $O(n^2)$  size  $\leq 2n$

o.o  $xy \bmod N$  cost  $O(n^2)$  & size  $\leq n$

Multiply  $xy$  where  $x$  &  $y$  are both  $n$ -bit binary numbers.

School multiplication

$$\begin{array}{r} \phantom{x} \phantom{y} 110 \\ x \phantom{y} 101 \\ \hline \phantom{x} \phantom{y} 110 \\ \phantom{x} 000 \\ \phantom{x} 110 \\ \hline x \phantom{y} 1110 \end{array}$$

$\Rightarrow$  The resulting product is at most  $2n$  bits long.

Al Khwarizmi,

$$x \cdot y = \begin{cases} 2(x \cdot \lfloor \frac{y}{2} \rfloor) & \text{if } y \text{ is even} \\ x + 2(x \cdot \lfloor \frac{y}{2} \rfloor) & \text{if } y \text{ is odd} \end{cases}$$

Terminate after  $n$  recursive calls, because at each call  $y$  is halved (i.e. # of bits is reduced by one). Each recursive call requires shift ( $O(1)$  time), comparison ( $O(1)$ ) or possibly one addition ( $O(n)$  time). Total time is  $O(n^2)$ .

Divide-and-conquer.

$$x = 2^{n/2} x_L + x_R$$

$$y = 2^{n/2} y_L + y_R$$

$$xy = 2^n x_L y_L + 2^{n/2} (x_L y_R + x_R y_L) + x_R y_R$$

Recurrence relation:

$$T(n) = 4T(n/2) + O(n)$$

$$\in O(n^2)$$

Using the identity  $x_L y_R - x_R y_L$

$$(x_L y_R + x_R y_L) = (x_L + x_R)(y_L + y_R) - x_L y_L - x_R y_R$$

We can evaluate  $xy$  using 3 recursive calls:  $(x_L + x_R)(y_L + y_R)$ ,  $x_L y_L$ ,  $x_R y_R$

$$\therefore T(n) = 3T(n/2) + O(n)$$

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

## Evaluate

$1+2+3+\dots+N$  where  $n = \log_2 N$ .

Sum =  $\frac{N(N+1)}{2}$  needs  $2n$  bits.

Cost =  $O(n^2)$  Size 3 4 3

## Evaluate

$1 \cdot 2 \cdot 3 \cdot \dots \cdot N$

Product is  $N!$  which requires  $O(Nn)$  bits.

Compute  $z_2 = 1 \times 2$  Size  $O(2 \log_2)$  Cost  $O(1)$

"  $z_3 = z_2 \times 3$  Size  $O(3 \log_3)$  Cost  $O(2 \log_2 \log_3)$

"  $z_4 = z_3 \times 4$  Size  $O(4 \log_4)$  Cost  $O(3 \log_3 \log_4)$

$z_N = z_{N-1} \times N$  Size  $O((N-1) \log(N-1))$   
Cost  $O((N-1) \log(N-1) \log N)$

Total Cost  $O(2 \log_2 \log_3 + 3 \log_3 \log_4 + 4 \log_4 \log_5 + \dots + (N-1) \log(N-1) \log N)$   
 $= O(N^2 \log^2 N) = O(N^2 \cdot n)$

Evaluating  $x^y$  where  $x$  &  $y$  are  $n$ -bit binary numbers.

method 1:  $x^y = \underbrace{x \cdot x \cdot \dots \cdot x}_{y \text{ times}}$   $y$  multiplications.

# of bits to represent  $x^y$

• Compute  $z_2 = x \cdot x$ : size  $2n$ ; time:  $n^2$

• Compute  $z_3 = z_2 \cdot x$ : "  $3n$ ; "  $2n^2$

• Compute  $z_4 = z_3 \cdot x$ : "  $4n$ ; "  $3n^2$

⋮

Total bit-size of  $x^y$ :  $yn$

Total cost:  $n^2 + 2n^2 + \dots + (y-1)n^2$

method 2: Recursive

$$x^y = \begin{cases} (x^{\lfloor y/2 \rfloor})^2 & \text{if } y \text{ is even} \\ x \cdot (x^{\lfloor y/2 \rfloor})^2 & \text{if } y \text{ is odd} \end{cases}$$

# of iterations:  $O(\log y)$  i.e.  $O(n)$ .

bit size of  $x^{\lfloor y/2 \rfloor}$  is  $\frac{y}{2} \cdot n$

∴ Squaring costs  $O((\frac{y}{2})^2 n^2)$  i.e.  $O(y^2 n^2)$ .

## Modular Exponentiation

$$x^y \bmod N = (x \bmod N)^y$$

$$x \bmod N \rightarrow x^2 \bmod N \rightarrow x^4 \bmod N \rightarrow \dots \rightarrow x^{2^{\lfloor \log_2 y \rfloor}} \bmod N$$

Size of each intermediate result is  $n = \lfloor \log_2 N \rfloor$

There are  $n$  squarings. The cost of each square is  $O(n^2)$ . Therefore, total cost is  $O(n^3)$ .

Euclid's algorithm for  $\text{gcd}(a, b)$  where  $a$  &  $b$  are two  $n$ -bit binary numbers.

Compute  $a = q \cdot b + r$   
return  $\text{gcd}(b, r)$  if  $r \neq 0$

We know after every two recursive calls,  $a$  &  $b$  are reduced by half.

∴ # of recursive calls =  $O(n)$  (actually  $\leq 2n$ )  
Each call needs a division  $O(n^2)$  cost.

∴ Euclidean algorithm takes  $O(n^3)$  time.

Important fact

∃ integers  $x$  &  $y$  s.t.

$$\text{gcd}(a, b) = xa + yb.$$