Lecture 11: Efficient Algorithms

Notation Convention

- In today's lecture capital alphabets, for example, X, represents a natural number
- Further, the number of bits needed to present the number X is denoted by the corresponding small number x

Length of Representation

- Note that the smallest integer X that requires n bits for binary representation has the binary representation $1\overbrace{0\cdots0}^{(n-1)\text{-times}}$. This represents the number $X = 2^{n-1}$.
- Note that the largest integer X that can be expressed using n bits has binary representation $\overbrace{1\cdots1}^{n\text{-times}}$. This represents the number $X = 2^n - 1$.
- From these two observations, we can conclude that the number of bits needed to represent any number X is give by $x = \lceil \lg(X+1) \rceil$
- Intuitive Summary: The number X requires $x = \lg X$ bits for its representation

- An efficient algorithm is an algorithm whose running time is polynomial in the size of the input.
- For example, suppose an algorithm takes as input a prime P that needs $p = 1000$ bits to represent it. Note that the prime P is at least $2^{1000-1} = 2^{999}$, which is humongous (more than the number of atoms in the universe). Our algorithm's running time should be polynomial in $p = 1000$, rather than the number $P \geqslant 2^{999}$.
- We shall assume that all inputs are already provided in the binary representation

Addition I

- Suppose we are given two number A and B. Our objective is to generate the binary representation of the sum of these two numbers.
- Note that A needs $a = \lceil \lg(A+1) \rceil$ and B needs $b = \lceil \lg(B+1) \rceil$ bits for representation

Addition II

- **Naive Attempt.**

  `Add`(A, B):
  - $\mathrm{sum} = A$
  - For $i = 1$ to B:
    - $\mathrm{sum} += 1$
  - Return sum
- Note that the inner loop runs B times, which is at least 2^{b-1}, i.e., exponential in the input size. So, this algorithm is inefficient.

Addition III

- **Efficient Addition Algorithm.**

`Add`(A, B):

- $c = \max\{a, b\}$, $\mathrm{carry} = 0$
- For $i = 0$ to $c - 1$:
  - $C_i = A_i + B_i + carry$
  - If $C_i \geqslant 2$:
    - $\mathrm{carry} = 1$
    - $C_i = C_i \% 2$
  - Else: $\mathrm{carry} = 0$
- If $\mathrm{carry} == 1$:
  - $c+ = 1$
  - $C_{c-1} = 1$
- Return $C_{c-1} C_{c-2} \ldots C_1 C_0$

Addition IV

- The running time of this algorithm is $O(a+b)$, where $a = \log A$ and $b = \log B$. This algorithm is efficient!

Multiplication I

- Suppose we are given two number A and B. Our objective is to generate the binary representation of the product of these two numbers.
- Our algorithm should have running time polynomial in $a = \lceil \lg(A+1) \rceil$ and $b = \lceil \lg(B+1) \rceil$

Multiplication II

- **Naive Attempt.**

  `Multiply`(A, B):
  - $\mathrm{product} = 1$
  - For $i = 1$ to B:
    - $\mathrm{product} += A$
  - Return $\mathrm{product}$

- Note that the inner loop runs B times, which is at least 2^{b-1}, i.e., exponential in the input size. So, this algorithm is inefficient.

Multiplication III

- **Efficient Addition Algorithm.**

$\texttt{Multiply}(A, B)$:

- $\text{to\_add} = A$
- $\text{remains} = B$
- $\text{product} = 0$
- While $\text{remains} > 0$:
    - If $\text{remains\&1} = 1$: $\text{product}+ = \text{to\_add}$
    - $\text{to\_add} = \text{to\_add} \ll 1$
    - $\text{remains} = \text{remains} \gg 1$
- Return product

- The running time of this algorithm is $O((a+b)^2)$, where $a = \log A$ and $b = \log B$. This algorithm is efficient!

Multiplication IV

- **Additional Reading.** Read Fast Fourier Transform for even faster multiplication algorithms!

Division

- Students are encouraged to write the pseudocode of an efficient division algorithm that takes as input integers A and B and outputs integers M and R such that
  1. $B = M \cdot A + R$, and
  2. $R \in \{0, \ldots, A-1\}$

Finding Greatest Common Divisor I

- Our objective is to find the greatest common divisor G of two input integers A and B
- Note that if we iterate over all integers $\{1, \ldots, A\}$ to find the largest integer that divides B, then this algorithm has a loop that runs A times, that is, it is exponential in the input length
- So, we use Euclid's GCD algorithm. Let R be the remainder of dividing B by A. If $R = 0$, then A is the GCD of A and B. Otherwise, it recursively returns the $\gcd(R, A)$. This algorithm is based on the observation that

$$\gcd(A, B) = \gcd(R, A)$$

Students are encouraged to prove this statement.

Finding Greatest Common Divisor II

- **Euclid's GCD Algorithm.**

```
GCD(A, B)
  • R = B%A
  • While R > 0 :
      • B = A
      • A = R
      • R = B%A
  • Return A
```

- **Exercise.** Prove that this is an efficient algorithm.

Generate n-bit Random Number

- The following code generates a random number in the range $\left[2^{n-1}, 2^n - 1\right]$

> Random(n):
> - $C = 1$
> - For $i = 1$ to $(n-1)$:
>   - $r \xleftarrow{\$} \{0,1\}$
>   - $C = (C \ll 1) \mid r$

- It is easy to see that this is an efficient algorithm

Generate a Random n-bit Prime I

- **Assume** that there exists an efficient algorithm $\texttt{Is\_Prime}(N)$ that tests whether the integer N is a prime or not. In the future, we shall see one such algorithm.
- Consider the following code

> $\texttt{Prime}(n)$:
> - While true :
>   - $P = \texttt{Random}(n)$
>   - If $\texttt{Is\_Prime}(P)$: Return P

- The efficiency of the above algorithm depends on the number of times the while-loop runs, which depends on the number of primes in the range $\left[2^{n-1}, 2^n - 1\right]$

- We shall rely on the density of prime numbers to understand the running time of the algorithm mentioned above

Theorem (Prime Number Theorem)

There are (roughly) $N/\log N$ prime numbers $< N$

- So, there are roughly $2^n/n$ prime numbers $< 2^n$. Similarly, there are roughly $2^{n-1}/(n-1)$ prime numbers $< 2^{n-1}$. So, in the range $\left[2^{n-1}, 2^n - 1\right]$, the number of primes is (roughly)

$$\frac{2^n}{n} - \frac{2^{n-1}}{n-1} = 2^{n-1}\left(\frac{2}{n} - \frac{1}{n-1}\right) \approx 2^{n-1}\frac{1}{n}$$

- The range $\left[2^{n-1}, 2^n - 1\right]$ has a total of 2^{n-1} numbers.

Generate a Random n-bit Prime III

- So, the probability that a random number picked from this range is a prime number is (roughly)

$$\frac{2^{n-1} \cdot \frac{1}{n}}{2^{n-1}} = \frac{1}{n}$$

- Intuitively, if we run the inner-loop n times, then we expect to encounter one prime number. We shall make this more formal in the next class.
- I want to emphasize that if the density of the primes was not $1/\mathrm{poly}(n)$, then the algorithm presented above will not be efficient. We are extremely fortunate that primes are so dense!