#### **ETH** zürich

Programming and Problem-Solving Complexity and Primality Testing Dennis Komm

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# Time Complexity of Algorithms Primality Testing

### Exercise – Primality Testing

#### Write a function that

- $\blacksquare$  takes an integer x as parameter
- $\blacksquare$  calculates whether x is prime
- uses the % operator
- depending on that either returns True or False



```
def primetest(x):
    if x < 2:
        return False
    d = 2
    while d < x:
        if x % d == 0:
            return False
        d += 1
    return True</pre>
```

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#### A number that is encoded with n bits has size around $2^n$

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- Execution model: Instructions are executed one after the other (on one processor core)
- Memory model: Constant access time
- **Fundamental operations:** Computations (+, -, ·, ...) comparisons, assignment / copy, flow control (jumps)
- Unit cost model: Fundamental operations provide a cost of 1

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- Encoding of a floating point number does not directly correspond to its size
- Surely an addition is faster than a multiplication
- Logarithmic cost model takes this into account, but we also won't use it here

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- $\blacksquare$  We would like to know how time complexity behaves when n grows
- Ignore constant 5

# Time Complexity of Algorithms Asymptotic Upper Bounds

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- We consider the asymptotic behavior of the algorithm
- And ignore all constant factors

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#### Example

• Linear growth with gradient 5 is as good as linear growth with gradient 1

Quadratic growth with coefficient 10 is as good as quadratic growth with coefficient 1

#### Big- $\mathcal{O}$ Notation

# The set $\mathcal{O}(2^n)$ contains all functions that do not grow faster than $c \cdot 2^n$ for some constant c

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Use asymptotic notation to specify the time complexity of algorithms
 We write \$\mathcal{O}(n^2)\$ and mean that the algorithm behaves for large \$n\$ like \$n^2\$: when the input length is doubled, the time taken multiplies by four (at most)

### Asymptotic Upper Bounds – Formal Definition

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$$f(n) \in \mathcal{O}(g(n))$$
 $\iff$ 
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### Asymptotic Upper Bounds – Illustration



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### Asymptotic Upper Bounds – Illustration


$$\mathcal{O}(g(n)) = \{ f \colon \mathbb{N} \to \mathbb{R}^+ \mid \exists c > 0, n_0 \in \mathbb{N} \colon \forall n \ge n_0 \colon f(n) \le c \cdot g(n) \}$$

f(n)	$f\in \mathcal{O}(?)$	Example
3n + 4		
2n		
$n^2 + 100n$		
$n + \sqrt{n}$		

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$n^2 + 100n$	$\mathcal{O}(n^2)$	$c = 2, n_0 = 100$
$n + \sqrt{n}$	$\mathcal{O}(n)$	$c = 2, n_0 = 1$

# Time Complexity of Algorithms Time Complexity Analysis

## Small n



## Larger n



## "Large" n



# Faster Primality Testing First Attempt

### Goal

Time complexity better than  $\Omega(2^n)$ 

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## Observation

If  $\mathbf{x}$  is not divisible by 2, then it also is not divisible by 4, 6, 8, etc.

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Time complexity better than  $\Omega(2^n)$ 

### Observation

- If  $\mathbf{x}$  is not divisible by 2, then it also is not divisible by 4, 6, 8, etc.
- We then only have to check odd numbers
- Algorithm only has to test half the numbers
- Loop is only iterated around x/2 times

```
def primetest2(x):
if x < 2 or (x > 2 and x \% 2 == 0):
    return False
d = 3
while d < x:
    if x \% d == 0:
       return False
    d += 2
return True
```

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- Loop is iterated roughly  $\mathbf{x}/2$  times instead of  $\mathbf{x}$  times
- $\blacksquare$  Time complexity improves by a factor of 2

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- Around  $5 \cdot 2^n/2 = 2.5 \cdot 2^n$  fundamental operations in total
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- ⇒ No asymptotic improvement

# Faster Primality Testing Second Attempt

### Observation

If x with x > 2 is not a prime number, then x is divisible by a number a with

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### Observation

If x with x > 2 is not a prime number, then x is divisible by a number a with

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**Then**  $\mathbf{x}$  is also divisible by a number b with

 $a \cdot b = \mathbf{x}$  and  $1 < b < \mathbf{x}$ 

It cannot be the case that

 $a > \sqrt{\mathbf{x}}$  and  $b > \sqrt{\mathbf{x}}$ ,

since then

 $a \cdot b > \mathbf{x}$ 

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# Faster Primality Testing Including Modules

## So far all functions have been defined in a single file

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### Modules

- Distribute functions over multiple files
- Files cannot "see" each other
- Functions can be imported
- Structured code

### File functions.py

```
def square_root(n):
 i = 1
 while i * i < n: # Computer root of next larger square number
     i += 1
 return i</pre>
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File applications.py

```
print(square_root(81))
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File applications.py

from functions import square\_root

```
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### File functions.py

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#### NameError: name 'sqrt' is not defined

- A large number of modules already exists
- For instance, there is a module math which includes a function sqrt() to compute square roots

from math import sqrt

print(sqrt(9))

#### Output: 3

```
def primetest3(x):
if x < 2 or (x > 2 and x \% 2 == 0):
    return False
d = 3
while d < x:
    if x \% d == 0:
       return False
    d += 2
return True
```

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```
from math import sqrt
def primetest3(x):
   if x < 2 or (x > 2 and x \% 2 == 0):
       return False
   d = 3
   while d <= sqrt(x):
       if x \% d == 0:
          return False
       d += 2
   return True
```

#### What is the gain this time?

What is the time complexity of this algorithm?

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- Loop is iterated  $\sqrt{\mathbf{x}}/2$  times
- Time complexity "grows" with  $\sqrt{\mathbf{x}}$
- Time complexity is in  $\mathcal{O}(\sqrt{2^n}) = \mathcal{O}(2^{n/2}) = \mathcal{O}(1.415^n)$







Suppose our computer can do 1000 iterations of the loop per second

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.... d < x ....

 $100\,000\,000\,000\,031$  iterations

 $1000 \frac{\text{iterations}}{\text{second}}$ 

 $> 100\,000\,000\,000$  seconds

 $> 3100 \; \mathrm{years}$ 

Suppose our computer can do 1000 iterations of the loop per second; for  ${\rm x}=100\,000\,000\,000\,031$  this means:

 $\frac{100\ 000\ 000\ 000\ 031\ \text{iterations}}{1000\ \frac{\text{iterations}}{\text{second}}} \\ > 100\ 000\ 000\ 000\ \text{seconds}} \\ > 3100\ \text{years} \\ = \frac{3100\ \text{years}}{1000\ \frac{\text{iterations}}{\text{second}}} \\ = \frac{3100\ \text{years}}{1000\ \frac{1000\ 100\ 1000\ 100\ 1000\ 1000\ 100\$ 

Suppose our computer can do 1000 iterations of the loop per second; for  ${\rm x}=100\,000\,000\,000\,031$  this means:

Even if the computer that runs the slower program is 100 time faster, it still needs 31 years

Or the other way around...

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$$\frac{\mathbf{x} \text{ iterations}}{1000 \frac{\text{iterations}}{\text{second}}} = 600 \text{ seconds}$$
$$\iff \mathbf{x} = 600 000$$

#### Or the other way around...

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Then there are at most "testable" primes in the magnitude of:

 $\frac{x \text{ iterations}}{1000 \frac{\text{iterations}}{\text{second}}} = 600 \text{ seconds}$   $\frac{\sqrt{x} \text{ iterations}}{1000 \frac{\text{iterations}}{\text{second}}} = 600 \text{ seconds}$   $\frac{\sqrt{x} \text{ iterations}}{1000 \frac{\text{iterations}}{\text{second}}} = 600 \text{ seconds}$   $\implies x = 600 \ 000^2$   $\implies x = 360 \ 000 \ 000$ 

# **Faster Primality Testing** Best and Worst Case Analysis

#### Which algorithm is faster?

```
def primetest3(x):
   if x < 2 or (x > 2 and x \% 2 == 0):
       return False
   d = 3
   while d <= sqrt(x):</pre>
       if x \% d == 0:
           return False
       d += 2
   return True
```

```
def primetest4(x):
    if x < 2 or (x > 2 and x % 2 == 0):
        return False
```

```
d = 3
isprime = True
while d <= sqrt(x):
    if x % d == 0:
        isprime = False
    d += 2
return isprime</pre>
```

Suppose x is a multiple of 3

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- Then the left algorithm is faster
- $\Rightarrow$  Loop is left after first iteration
- "'Early Exit"'
- **Right algorithm makes roughly**  $1.415^n/2$  comparisons

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#### Suppose $\mathbf{x}$ is prime

- Then both algorithms make  $1.415^n/2$  comparisons
- (Of course, still the left one should be implemented)

## What else can we do?

# Test every number between 1 and x



Test every number between 1 and x

Test every second number between  $1 \text{ and } \mathbf{x}$ 



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Test every number between 1 and x

Test every second number between  $1 \mbox{ and } \mathbf{x}$ 

Test every second number between  $1 \text{ and } \sqrt{x}$ 



# Randomized Monte Carlo algorithm



# Randomized Monte Carlo algorithm

# Polynomial AKS algorithm



# **Monte-Carlo Algorithm**

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#### Randomized Algorithms make random decisions

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#### Randomized Algorithms make random decisions

- Input *x* does not "determine" output anymore
- The same x may result in different outputs
- Monte-Carlo Algorithm (MC Algorithm) has bounded error probability
- For True/False problems (primality test etc.) there are MC algorithms with one-sided error (1MC algorithms)

## Monte-Carlo Algorithm – Basic Idea

#### Randomized Algorithms make random decisions

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- The same x may result in different outputs
- Monte-Carlo Algorithm (MC Algorithm) has bounded error probability
- For True/False problems (primality test etc.) there are MC algorithms with one-sided error (1MC algorithms)
- Las Vegas Algorithm has error probability 0

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### Monte-Carlo Algorithm (1MC) – Example

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- Claim: Not all balls in the urn are white
- How to test?
- Random sample
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#### Red balls are witnesses for claim

Test whether x is a prime

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- Claim: x is not a prime
- Consider set  $\{2, \ldots, \mathbf{x} 1\}$  as urn
- Divisor of x is witness for the claim
- Random sample

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For  $\mathbf{x} = p \cdot q$  with p and q being primes, probability to find a witness is

$$\frac{2}{\mathbf{x}-2}$$

Find "better witnesses"

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- (Not exactly trivial number theory)

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- (Not exactly trivial number theory)
- Fermat's little theorem

If **x** is prime 
$$\Rightarrow a^{\mathbf{X}-1} \equiv 1 \pmod{\mathbf{x}} \quad \forall a \in \{2, \dots, \mathbf{x}-1\}$$



Pierre de Fermat (1607–1665)

If x is prime 
$$\Rightarrow a^{\mathbf{X}-1} \mod \mathbf{x} = 1 \quad \forall a \in \{2, \dots, \mathbf{x}-1\}$$

$$\mathbf{x} = 3: \quad 2^2 \equiv 1 \pmod{3}$$
$$\mathbf{x} = 5: \quad 2^4 \equiv 3^4 \equiv 1 \pmod{5}$$

If x is prime 
$$\Rightarrow a^{\mathbf{X}-1} \mod \mathbf{x} = 1 \quad \forall a \in \{2, \dots, \mathbf{x}-1\}$$

 $\mathbf{x} = 3: \quad 2^2 \equiv 1 \pmod{3}$  $\mathbf{x} = 5: \quad 2^4 \equiv 3^4 \equiv 1 \pmod{5}$ 

If for one a we have:  $a^{\mathbf{x}-1} \mod \mathbf{x} \neq 1$ 

**x** is **definitely** no prime

- $\blacksquare$  *a* is witness that **x** is no prime
- It can be proven that there are > (x 2)/2 witnesses

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- It can be proven that there are > (x 2)/2 witnesses
- Otherwise x is possibly a prime

#### Input: Number x

• Choose a randomly from  $\in \{2, \ldots, \mathbf{x} - 1\}$ 

- Choose a randomly from  $\in \{2, \ldots, \mathbf{x} 1\}$
- Compute  $z = a^{\mathbf{X}-1} \mod \mathbf{x}$

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- Otherwise: Output "x is possibly prime"

- Choose a randomly from  $\in \{2, \ldots, \mathbf{x} 1\}$
- **Compute**  $z = a^{\mathbf{X}-1} \mod \mathbf{x}$
- If  $z \neq 1$ : Output "x is no prime"
- Otherwise: Output "x is possibly prime"
- Can be computed in polynomial time
- Time complexity  $\mathcal{O}(n^3)$  instead of  $\mathcal{O}(1.415^n)$
- Efficient algorithm







Algorithm has one-sided error

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# Probability amplification by repeated execution each with an independent choice of *a*

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- Probability < 1/4 that no witness is found in 1. and 2. run
- Probability < 1/k that no witness i found in all k runs
## Thanks for your attention

