Kecap:

- . + . bit signed integers
- · Adder circuits, caldition algorithm,
- · Multiplication algorithm in base 2.

4-bit signed integer Half-adder - no carry in full-adder - carry in

$$-\frac{1011}{-5!gn} = (3 - 2^{4-1})_{10} = (-5)_{10}$$

$$-0.111$$

$$-10e = (7)_{10}$$

Modular arithmetic

A Theorem

Theorem

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$$\forall z \in \mathbb{Z} \ \forall d \in \mathbb{N} \ \exists ! q \in \mathbb{Z} \ \exists ! r \in \mathbb{Z} \ (z = qd + r) \land (0 \le r < d)$$

Theorem: (The Quotient-Remainder Theorem). Given any integer z and any positive integer d, there is exactly one way to express z in the form z=qd+r, where q is an integer and $r \in \{0,1,\ldots,d-1\}$.

In the expression z = qd + r, q is called the **quotient** (when z is divided by d) and r is called the **remainder** (when z is divided by d).

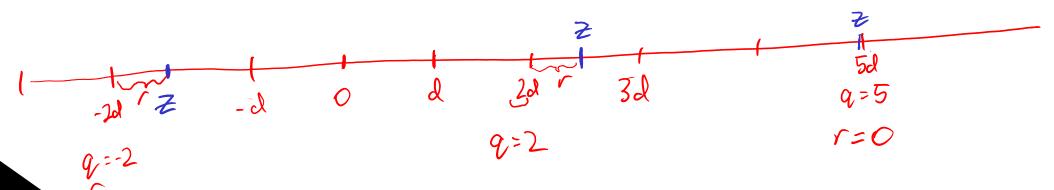
Picturing q and r

Fix a choice of $z \in \mathbb{Z}$ and $d \in \mathbb{N}$.

Now picture a number line with the integers marked.

Now: qd is the integer multiple of d that is closest to z but NOT to the right of z; and r is the distance between qd and z.

A picture will help.



'mod' and 'div'

We define: q = z div d; r = z mod d.

You may like to say that:

- lacksquare z div d gives the **quotient** when z is divided by d;
- $lacksymbol{z}$ mod d gives the **remainder** when z is divided by d. Mod is short for "modulo".

I.e. Z medulo d

Examples

Q: Evaluate the following expressions:

87 mod 13

-100 div 13

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The division algorithm

The 'primary school' method of finding quotient and remainder is to use repeated subtraction. This only works for non-negative z.

Input: $z \in \mathbb{Z}_{\geq 0}$ and $d \in \mathbb{N}$.

Output: q = z div d and $r = z \mod d$.

Method:

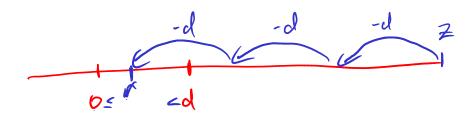
Set $r = \underline{z}$, q = 0.

Loop: If r < d stop.

Replace r by r - d.

Replace q by q + 1.

Repeat loop



The division algorithm

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Q: Some small modifications to the algorithm allow it cope also with negative z. Could you make them?

Congruence modulo d

Let $d \in \mathbb{N}$. The **congruence modulo** d relation $R_{\underline{d}} \subseteq \mathbb{Z} \times \mathbb{Z}$ is defined by

$$aR_db \Leftrightarrow (\exists k \in \mathbb{Z} \ a = b + kd).$$

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Understanding the relation:

- Two integers are congruent modulo d IFF their difference is a multiple of d.
- Two integers are congruent modulo d IFF they leave the same remainder upon division by d.

Proof

Let $a, b \in \mathbb{Z}$ and let $d \in \mathbb{N}$.

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Now suppose that a and b leave the same remainder upon division by d. Then there exist $q_1, q_2, r \in \mathbb{Z}$ such that $a = q_1d + r$ and $b = q_2d + r$ and $0 \le r < d$. Now $r = b - q_2d$, so

$$a = q_1d + \underline{r} = q_1d + \underline{b} - \underline{q_2d} = \underline{b} + (\underline{q_1 - q_2})\underline{d}.$$
where $a \equiv b \pmod{d}$.

Hence, by definition, $a \equiv b \pmod{d}$.

Example

Example: $-17 \equiv 15 \pmod{8}$ since (-17) - 15 = -32 = (-4)8.

= partitions the integers

For any $d \in \mathbb{N}$ and any $\underline{a} \in \mathbb{Z}$ the **congruence class** $[\mathbf{a}]_{\mathbf{d}}$ (or 'equivalence class') of a modulo d is defined by

$$[a]_d = \{ m \in \mathbb{Z} \mid m \equiv a \pmod{d} \}. \subseteq \mathbb{Z}$$

Lemma: R_d induces the partition $\{[0]_d, [1]_d, \ldots, [d-1]_d\}$ on \mathbb{Z}

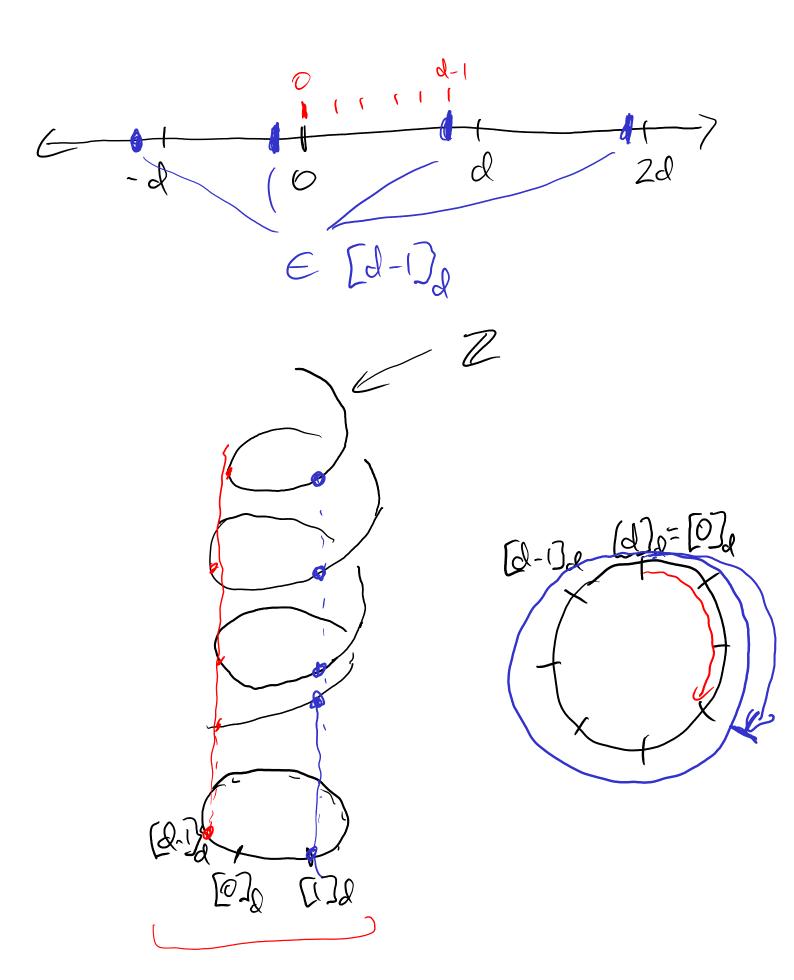
Example: $\mathcal{P} = \{[0]_5, [1]_5, [2]_5, [3]_5, [4]_5\}$ is a partition of \mathbb{Z}

Q: Can you see how the Q-R theorem can be used to prove the lemma?

Q-P:
$$q = q, d + r$$

$$Q = r + q, d$$

$$E = r + q, d$$



Modular arithmetic

Theorem: For any $a_1, a_2, b_1, b_2 \in \mathbb{Z}$ and $d \in \mathbb{N}$:

$$\begin{vmatrix} a_1 \equiv a_2 \pmod{d} \\ b_1 \equiv b_2 \pmod{d} \end{vmatrix} \Longrightarrow \begin{vmatrix} a_1 \pm b_1 \equiv a_2 \pm b_2 \pmod{d} \\ a_1 \times b_1 \equiv a_2 \times b_2 \pmod{d} \end{vmatrix}$$

Example:

Since

$$27 \equiv -1 \pmod{7}$$
 and $36 \equiv 1 \pmod{7}$

we have

$$27 + 36 \equiv -1 + 1 \equiv 0 \pmod{7}$$

and

$$27 \times 36 \equiv -1 \times 1 \equiv -1 \pmod{7}$$

$$\equiv 6 \pmod{7}$$

A key idea

When computing "modulo d", you may at any time replace a number by something to which it is equivalent. In this way, you may simplify computations so that you never have to work with large integers.

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Examples:

$$379 - 803 \equiv 1 - 5 \equiv -4 \equiv 3 \pmod{7}$$

and

$$379 \times 803 \equiv 1 \times 5 \equiv 5 \pmod{7}$$

and

$$803^{5} \equiv 5^{5} \equiv 25 \times 25 \times 5 \equiv 4 \times 4 \times 5 \equiv 80 \equiv 3 \pmod{7}$$

$$\equiv 4 \times 20 \equiv 4 \times 6 \equiv 24 \equiv 3 \pmod{7}$$

An important problem

The following problem is called the **discrete logarithm problem**: Given $d \in \mathbb{N}$ and $A, Q \in \{1, \dots, d-1\}$, find $x \in \{1, \dots, d-1\}$ such that $A^x \equiv Q \pmod{d}$.

A naive solution to the problem: Compute $A^1 \mod \underline{d}, A^2 \mod d, \ldots$ until one of your computations produces Q.

A randomised naive solution to the problem: Repeatedly, select a number t from $\{1, 2, \ldots, d-1\}$ at random and compute $A^t \mod d$. Stop when one of your computations produces Q.

Your privacy on the internet often relies on the following fact: For certain choices of d, A and Q, the naive solution to the discrete logarithm problem will take a very long time and the randomised naive solution to the discrete logarithm problem will almost certainly take a very long time.