

## **Chapter 4: Number Theory and Cryptography**

### **4.1 Divisibility and Modular Arithmetic**

#### **Divisibility:**

- An integer  $a$  divides  $b$  (denoted  $a \mid b$ ) if there exists an integer  $c$  such that  $b = a \times c$ .
- Example:  $4 \mid 20$  because  $20 = 4 \times 5$ .
- Divisibility has the following properties:
  - Reflexive: Every number divides itself.
  - Transitive: If  $a \mid b$  and  $b \mid c$ , then  $a \mid c$ .
  - Multiplicative: If  $a \mid b$  and  $a \mid c$ , then  $a \mid (b + c)$  and  $a \mid (b - c)$ .

#### **The Division Algorithm:**

- For any integers  $a$  and  $d > 0$ , there exist unique integers  $q$  and  $r$  such that:
  - $a = dq + r$ , where  $0 \leq r < d$ .
- This forms the basis for Euclidean division and leads to GCD algorithms.

#### **Modular Arithmetic:**

- Two integers  $a$  and  $b$  are congruent modulo  $m$  if  $m \mid (a - b)$ , written as  $a \equiv b \pmod{m}$ .
- Arithmetic operations in modular systems preserve many useful properties:
  - Addition:  $(a + b) \bmod m = [(a \bmod m) + (b \bmod m)] \bmod m$
  - Multiplication:  $(a \times b) \bmod m = [(a \bmod m) \times (b \bmod m)] \bmod m$
  - Exponentiation:  $a^k \bmod m$ , with optimizations via modular exponentiation.
- Modular arithmetic forms the basis for many algorithms in computer science and cryptography.

#### **Applications:**

- Used in digital clocks, hashing, data encryption, calendars, and cyclic structures.
- Example: Digital clocks use mod 12 or mod 24 arithmetic. For instance,  $17:00 + 10 \text{ hours} = (17 + 10) \bmod 24 = 3:00$ .

#### **Example:**

- Compute  $7^4 \bmod 10$ :
  - $7^4 = 2401$ , and  $2401 \bmod 10 = 1$

#### **Additional Example:**

- Determine whether  $81 \equiv 4 \pmod{7}$ :
  - $81 - 4 = 77$ , and 77 is divisible by 7, so the congruence holds.

## **4.2 Integer Representations and Algorithms**

### **Number Representation in Different Bases:**

- **Binary (base 2)**: Primary system used in computing. Only uses digits 0 and 1.
- **Octal (base 8)** and **Hexadecimal (base 16)**: Used to compactly represent binary numbers.
- **Decimal (base 10)** is the standard system for human-readable numbers.

### **Base Conversion Algorithms:**

- From decimal to base  $b$ : repeatedly divide the number by  $b$  and record remainders.
- From base  $b$  to decimal: multiply each digit by  $b$  raised to the power of its position.

#### **Example:** Convert 43 to binary:

- $43 \div 2 = 21$  remainder 1
- $21 \div 2 = 10$  remainder 1
- $10 \div 2 = 5$  remainder 0
- $5 \div 2 = 2$  remainder 1
- $2 \div 2 = 1$  remainder 0
- $1 \div 2 = 0$  remainder 1  $\rightarrow$  Binary = 101011

### **Efficient Arithmetic in Binary:**

- Computers perform binary addition, subtraction, multiplication and division using simple logic circuits.

### **Modular Exponentiation:**

- A crucial technique to compute  $a^b \bmod n$  efficiently.
- Used in RSA, Diffie-Hellman key exchange, digital signatures.

**Square-and-Multiply Algorithm:**

- Converts exponent to binary and uses squaring/multiplication only when needed.

**Example:** Compute  $3^{13} \bmod 17$  using binary exponentiation.

## 4.3 Primes and Greatest Common Divisors

**Prime Numbers:**

- A number  $p > 1$  is prime if its only positive divisors are 1 and  $p$ .
- Infinite in number, as proven by Euclid.
- Importance in encryption: RSA and other cryptographic systems rely on prime numbers.

**Fundamental Theorem of Arithmetic:**

- Every integer greater than 1 is either prime or can be expressed uniquely as a product of prime numbers (up to the order of the factors).

**Composite Numbers:**

- Have more than two positive divisors.
- Example:  $12 = 2 \times 2 \times 3$

**GCD and LCM:**

- The greatest common divisor (GCD) of  $a$  and  $b$  is the largest number that divides both.
- The least common multiple (LCM) of  $a$  and  $b$  is the smallest number divisible by both.
- Relationship:  $\gcd(a, b) \times \text{lcm}(a, b) = a \times b$

**Euclidean Algorithm:**

- A classic and efficient algorithm to compute GCD:
  - $a = bq + r$
  - Repeat with  $(b, r)$  until  $r = 0$

**Extended Euclidean Algorithm:**

- Produces integers  $x$  and  $y$  such that  $ax + by = \gcd(a, b)$
- Critical in finding modular inverses used in RSA.

**Example:** Find GCD of 99 and 78:

- $99 = 78 \times 1 + 21$
- $78 = 21 \times 3 + 15$
- $21 = 15 \times 1 + 6$
- $15 = 6 \times 2 + 3$
- $6 = 3 \times 2 + 0 \rightarrow \text{GCD} = 3$

## 4.4 Solving Congruences

**Linear Congruences:**

- General form:  $ax \equiv b \pmod{m}$
- Has solution if and only if  $\gcd(a, m)$  divides  $b$ .

**Solution Steps:**

1. Simplify if possible.
2. Use the extended Euclidean algorithm to find modular inverse of  $a$ .
3. Multiply both sides by the inverse modulo  $m$ .
4. General solution:  $x \equiv x_0 + k(m/d)$  for integer  $k$ , where  $d = \gcd(a, m)$

**Chinese Remainder Theorem (CRT):**

- If  $m_1, m_2, \dots, m_n$  are pairwise coprime, and we have:
  - $x \equiv a_1 \pmod{m_1}$
  - $x \equiv a_2 \pmod{m_2}$
  - ...
  - $x \equiv a_n \pmod{m_n}$
- Then there exists a unique solution modulo  $M = m_1 \times m_2 \times \dots \times m_n$
- Applied in solving large systems efficiently.

**Fermat's Little Theorem:**

- If  $p$  is prime and  $a$  is not divisible by  $p$ , then:
  - $a^{p-1} \equiv 1 \pmod{p}$
- Used in primality testing, finding inverses in RSA.

**Example:** Find  $3^6 \bmod 7$

- Since 7 is prime,  $3^6 \equiv 1 \bmod 7$  by Fermat's theorem.

## 4.5 Applications of Congruences

**Hashing:**

- Used in data structures (hash tables), authentication systems, and load balancing.
- Example:  $\text{key} \bmod \text{table size}$  to find storage index.

**Check Digits and Error Detection:**

- Used in ISBN, credit cards, UPC codes.
- Example: In ISBN-10:
  - Compute:  $(1 \times d_1 + 2 \times d_2 + \dots + 10 \times d_{10}) \bmod 11 = 0$

**Pseudorandom Number Generation:**

- Uses linear congruential generators (LCGs):
  - $x_{n+1} = (a x_n + c) \bmod m$
- If parameters are chosen properly, can produce long sequences with good randomness properties.

**Calendar Algorithms:**

- Use modular arithmetic to compute day of week, leap years.
- Example: Zeller's Congruence computes the day of the week for any date.

## 4.6 Cryptography

**Classical Ciphers:**

- Caesar Cipher: shift characters using modular arithmetic.
  - $E_k(p) = (p + k) \bmod 26$
  - $D_k(c) = (c - k) \bmod 26$

**Symmetric Key Cryptography:**

- Same secret key used by both sender and receiver.
- Fast but key distribution is a challenge.
- Examples: DES, AES.

### **Public Key Cryptography (RSA):**

- Uses two keys: public key for encryption and private key for decryption.
- Based on the difficulty of factoring large semiprimes.

### **RSA Algorithm:**

1. Choose large primes  $p$  and  $q$
2. Compute  $n = pq$
3. Compute  $\phi(n) = (p-1)(q-1)$
4. Choose  $e$  such that  $\gcd(e, \phi(n)) = 1$
5. Compute  $d$  such that  $ed \equiv 1 \pmod{\phi(n)}$
6. Public key:  $(e, n)$ , Private key:  $(d, n)$
7. Encrypt:  $c = m^e \pmod{n}$
8. Decrypt:  $m = c^d \pmod{n}$

### **Digital Signatures:**

- Verify sender identity and message integrity
- Sign: hash the message and encrypt with private key
- Verify: decrypt signature with public key and compare hashes

### **Homomorphic Encryption:**

- Allows operations on encrypted data
- Example: Add two encrypted salaries without decrypting either