## Problem 1:

```
    ⇒ p:53047;
    (%01) 53047
    ☐ ⇒ a:3;
    [%02) 3
    ⇒ b:8576;
    (%03) 8576
    ⇒ x:1234;
    (%04) 1234
    ⇒ power_mod(a, x, p);
    (%05) 8576
```

## Problem 2:

```
p:31;
  (%06) 31
/ → a:
(%o7) 3
        a:3;
        b:24;
  (%08) 24
        power_mod(b, 15, p);
  (%09) 30
        power_mod(a, 15, p);
  (%010) 30
        for k: 3 step 2 thru 29 do display( power_mod(a, k, p));
        power_{mod(3,3,31)=27}
        power_mod(3,5,31)=26
        power_mod(3,7,31)=17
        power_mod(3,9,31)=29
        power_mod(3,11,31)=13
        power_{mod(3,13,31)=24}
        power_mod(3,15,31)=30
        power_mod(3,17,31)=22
        power_mod(3,19,31)=12
        power_mod(3,21,31)=15
        power_mod(3,23,31)=11
        power_mod(3,25,31)=6
        power_mod(3,27,31)=23
        power_mod(3,29,31)=21
```

## Problem 3:

```
(%o11) done
      p:3989;
(%012) 3989
       a:2;
(%013) 2
       b1:3925;
(%014) 3925
      x1:2000;
(%015) 2000
      power_mod(a, x1, p);
(%016) 3925
      b2:1046;
(%017) 1046
      x2:3000;
(%018) 3000
      power_mod(a, x2, p);
(%019) 1046
      b3:b1·b2;
(%020) 4105550
→ mod(b3, p);
(%021) 869
       x3:x1+x2;
(%022) 5000
```

```
p:3989;
 (%012) 3989
  → a:2;
 (%013) 2
  → b1:3925;
 (%014) 3925
  → x1:2000;
 (%015) 2000

→ power_mod(a, x1, p);

 (%016) 3925
       b2:1046;
 (%017) 1046
      x2:3000;
 (%018) 3000
  → power_mod(a, x2, p);
 (%019) 1046
      b3:b1·b2;
 (%020) 4105550
      mod(b3, p);
 (%021) 869
  → x3:x1+x2;
 (%022) 5000
        power_mod(a, x3, p);
 (%023) 869
```

## Problem 4

```
p:1201;
(%024) 1201
        alpha:11;
(%025) 11
        f(x):=power_mod(alpha, (p-1)/x, p);
(%026) f(x) := power_mod\left(alpha, \frac{p-1}{x}, p\right)
        for i in [2, 3, 5] do display(f(i));
        f(2)=1200
        f(3) = 570
        f(5)=1062
(%o27) done
        f(1);
(%028) 1
        gcd(1200, p);
(%029) 1
        gcd(2, p);
(%030) 1
        gcd(3, p);
        gcd(5, p);
(%032) 1
        power_mod(alpha, (p-1)/2, p);
(%033) 1200
```

```
(%045) 1200
        x1:1;
(%046) 1
        beta2:mod(beta1·power_mod(inv_mod(alpha, p), q·x1, p), p);
(%047) 729
        power_mod(beta2, (p-1)/(q^3), p);
(%048) 1
        power_mod(alpha, (p-1)/2, p);
(%049) 1200
        x2:2;
(%050) 2
        beta3:mod(beta2·power_mod(inv_mod(alpha, p), q^2·x2, p), r
(%051) 177
        power_mod(beta2, (p-1)/(q^4), p);
(%052) 1200
        power_mod(alpha, (p-1)/2, p);
(%053) 1200
        x3:1;
(%054) 1
        x:mod(x0+2\cdot x1+4\cdot x2+8\cdot x3, 16);
(%055) 4
        q:3;
(%056) 3
        r:1;
```

```
\rightarrow
       r:1;
(%057) 1
       power_mod(beta, (p-1)/q, p);
(%058) 570
       power_mod(alpha, (p-1)/q, p);
(%059) 570
       x0:1;
(%060) 1
       q:5;
(%061) 5
       r:2;
(%062) 2
       power_mod(beta, (p-1)/q, p);
(%063) 105
       power_mod(alpha, 7 \cdot (p-1)/q, p);
(%064) 105
       x0:7;
(%065) 7
       beta1:mod(beta·power_mod(inv_mod(alpha, p), x0, p), p);
(%066) 292
       power_mod(beta1, (p-1)/(q^2), p);
(%067) 1
       power_mod(alpha, (p-1)/2, p);
(%068) 1200
       x1:2;
```