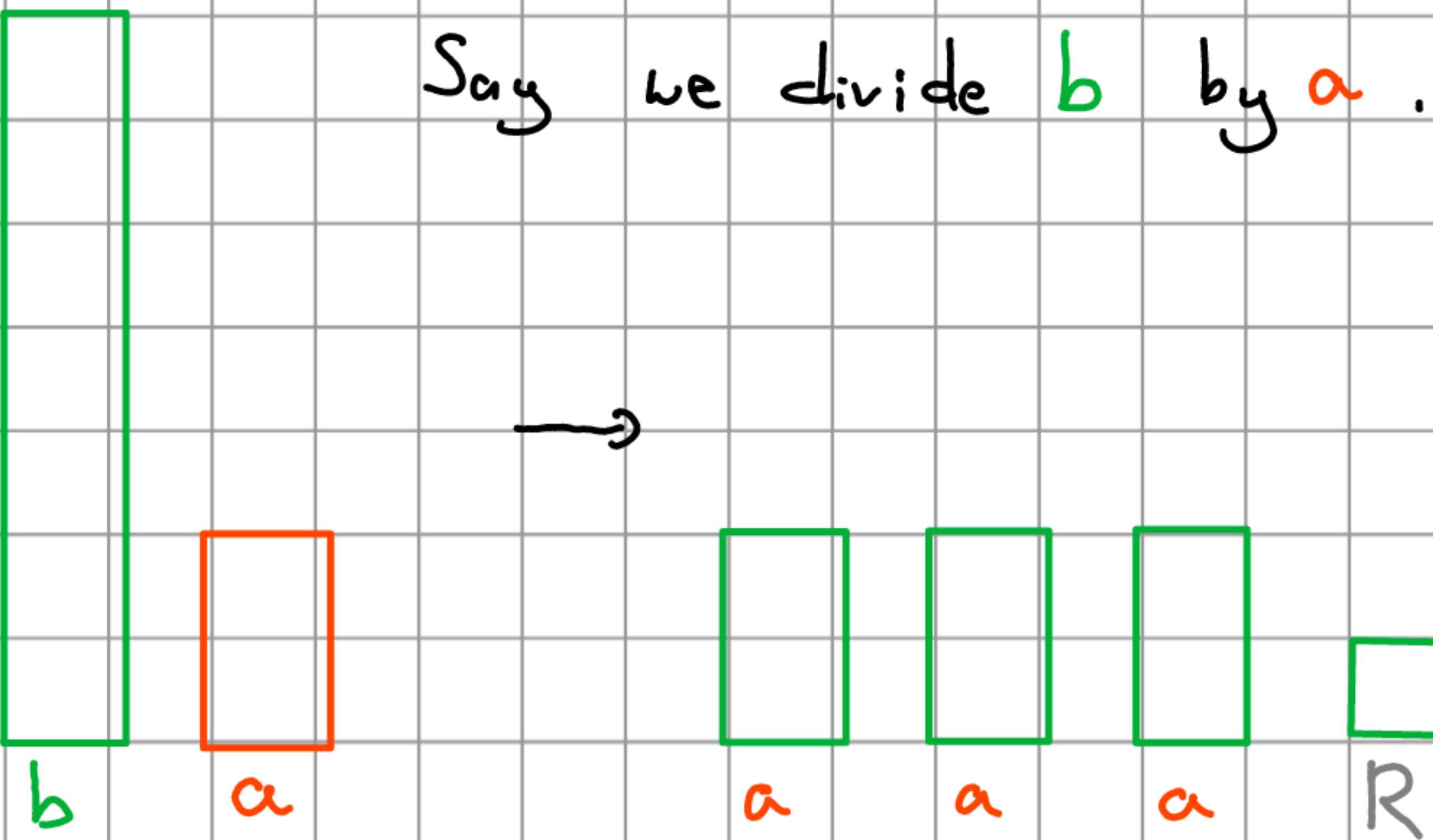
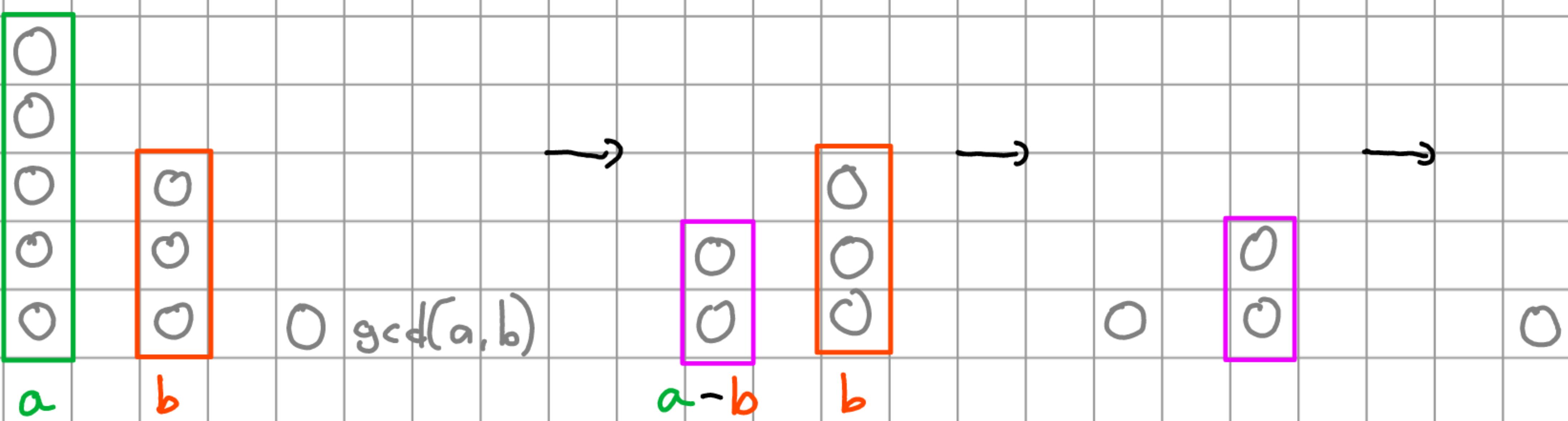


## Number Theory - Intuition

What is the remainder?

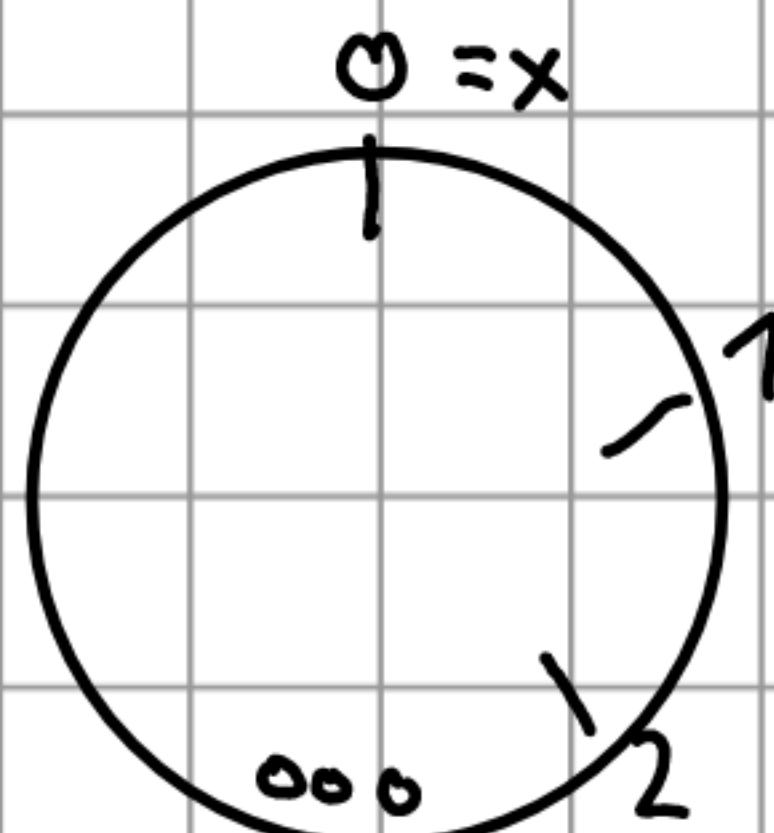
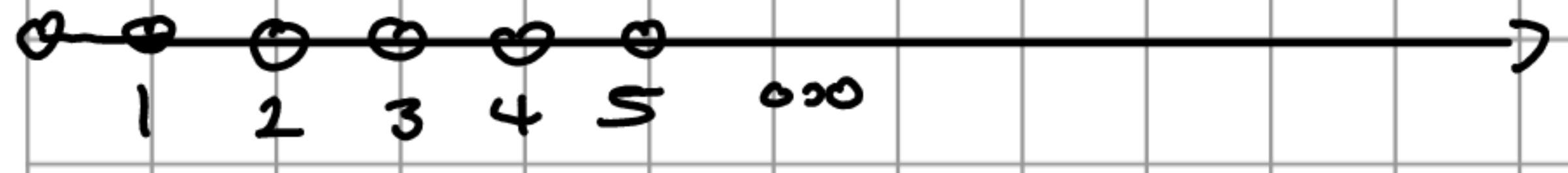


Why is  $\gcd(a, b) = \gcd(a-b, b)$ ?

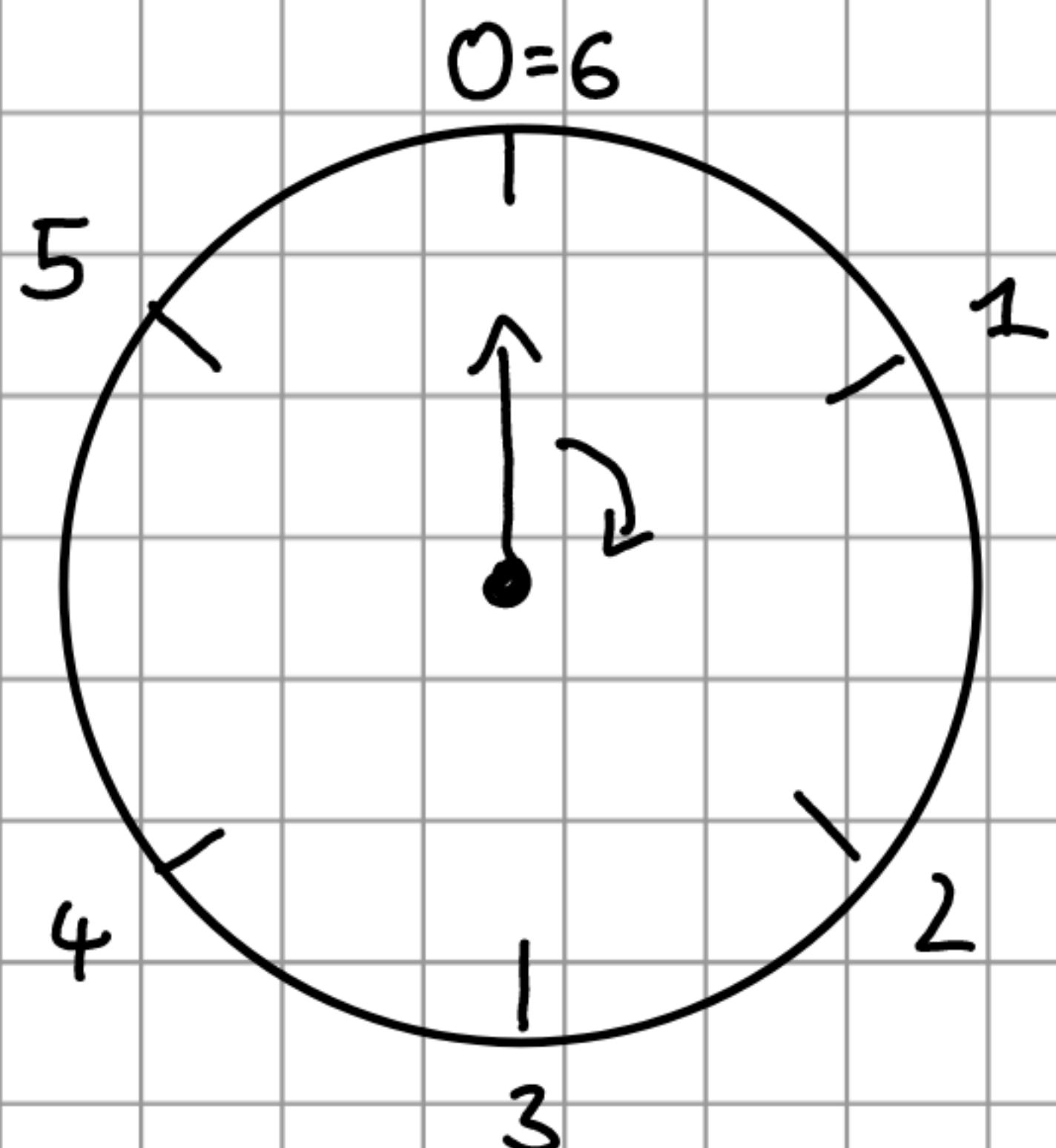


Modulos?

Imagine calculating in the Space  $\equiv_x$  as calculating on a clock instead of a number line:



So for modulo 6:



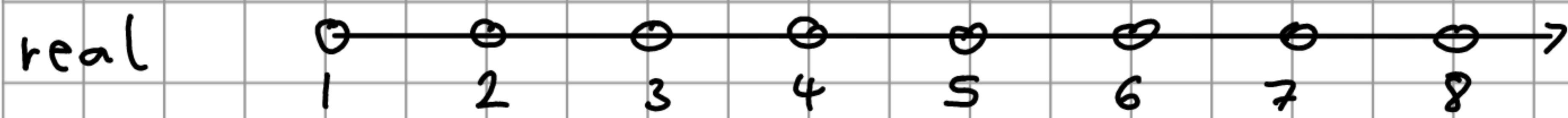
Now when we take  $17 \equiv_6$  we simply rotate the arrow by 17 steps. Since every 6 steps we land on 0 again, we land at 5.

Adding  $x + 3$  means moving the arrow by 3 steps.

Now for example  $17 \cdot 3 + 4 \equiv_6 ?$

Well, we move the arrow 3 times by 17 steps, but since moving by 6 steps doesn't change anything, we move 3 times by 5 steps. So this is 15 steps, which is 3 steps. Now plus 4 steps is 7 is 1 step. So it is 1.

If we now "roll-out" the clock onto a number line we get:



## Chinese Remainder Theorem?

Say we have a system of equations like

$$x \equiv_3 a \quad \text{and} \quad x \equiv_5 b.$$

Now let us write down all possible combinations of  $a$  and  $b$  in a matrix:

	0	1	2	$\equiv_3$
0	0	10	5	
1	6	1	11	
2	12	7	2	
3	3	13	8	
4	9	4	14	
$\equiv_5$				

You can see that the solutions are spiraling around the matrix like a candy cane!

And every solution is hit exactly once!

If we try the same thing with two numbers which are not coprime then we would fail. Try it for 2 and 4 for example!

If we extend this to more dimension, then it still works. (Imagine adding  $x \equiv_2 c$  here. Then it would jump back and forth in the 2-dimension and spiral two times, since 15 hits 0 again, but now with  $15 \equiv_2 1$  and not  $0 \equiv_2 0$ .)